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GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 5

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HUGE SPREAD INSIDE

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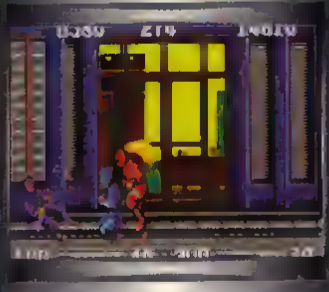
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All Art By:
Terry Wolfinger
(Don't worry Terry, we think it's)



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THE EDITORIAL ZONE

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Welcome to Game Fan number 5. We finally made it to 100 pages and we're glad you're here to check it out. What I'm concerned about this month is how some so-called editors can bag on Sega, saying they had a terrible showing at CES and basically are totally blowing it. What's behind this? They manage to successfully paint a totally negative picture without looking at the positives, such as Spot, Fatal Fury, Flashback, Shinobi 3, Landstalker, Rocket Knight Adventures, Cyborg Justice, Splatterhouse 3 and X-Men, which are all excellent carts that are ready to go, and Batman Returns, Terminator CD, Silpheed, Wonderdog, Heimdall, Jaguar XJ220, Road Avengers and Final Fight, some of which are breakthrough CD games that bring us new technology like hardware scaling and fractal polygons for the first time, and are also very close to completion. Not to mention the Virtual Reality glasses, which I know first hand will be awesome.

What gives these boneheads the right to cut Sega down, given the circumstances, in front of thousands of gamers? Talk about misleading the public! I bet you won't see them chomping on Nintendo any time soon. What puzzles me even further is the Sega ads plastered throughout their contents! Sega doesn't even advertise with us (yet), but we wouldn't dare to start taking pot shots at them or anyone else for that matter. Bottom line, bring the info to the consumers (gamers) and let them decide. Okay, I'm done. Thanks for listening and enjoy the issue.



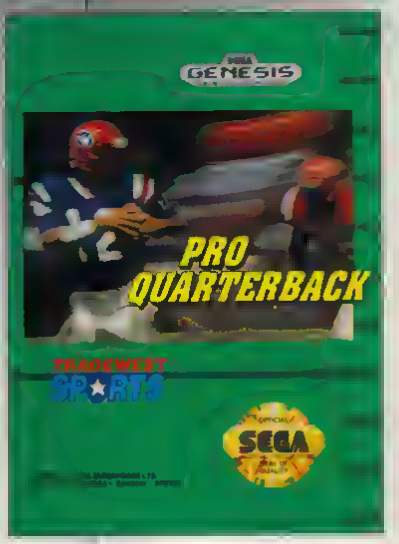
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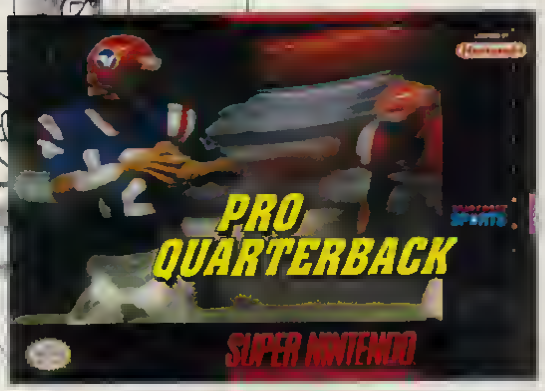




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Welcome to Geme Fan's TOP TEN and MOST WANTED section. Here are the results based on your cerde and letters.... Keep them coming, beceuse each time you write in (see instructions below) your neme will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks end send 'em in!

TOP TEN

1 Street Fighter II (SNES)
2 Sonic 2 (GEN)
3 Streets of Rage 2 (GEN)
4 Mario Kart (SNES)
5 Zelda 3 (SNES)
6 Super Star Wars (SNES)
7 Art of Fighting (NEO)
8 Fatal Fury 2 (NEO)
9 Madden '93 (GEN)
10 World Heroes (NEO)

MOST WANTED

1 Sonic CD (SEGA CD)
2 Landstalker (GEN)
3 Battletoads (SNES)
4 Batman CD (SEGA CD)
5 Final Fight CD (SEGA CD)
6 Phantasy Star IV (GEN)
7 Shinobi 3 (GEN)
8 Dragon Warriors V (SNES)
9 Cybernator (SNES)
10 Final Fantasy III (SNES)

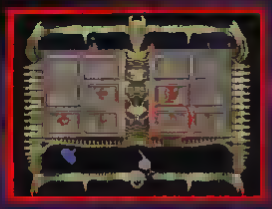
First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?)
Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of lest month's contest:
First Prize: Andrew Coward of Chula Vista, CA • Second Prize: Lisa Wells of Los Angeles, CA
Third Prize: Trevor Matthews of Needles, CA

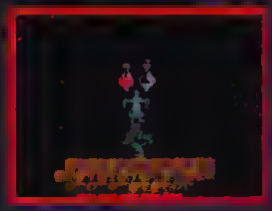
All you heva to do to enter the drawing la fill out the readera aurvey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 gamea you want the most that aren't out yet, then sand them to:
GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356.
Drawing la limited to One (1) entry per person per month (Now say that 3 timea really *FAST*!). Hope to hear from you soon. Drewinga will be held on tha 21st of each month. The three (3) winnera will be notified by mail end liated on this page.

HOCUS

Travel With Thy Controller In Hand







Chakan:

Warp to the Elemental stages:

Whan you start tha geme, go to tha bottom right door, then go through the etege end get the battering mallet. Onca you werp out, go beck to tha aama door and get tha (2) potiona ao you hava tha portal alchemy. Once you have them in your posseseion, dia. Then, go up ona level, than to the far right, to e patch of loneeome bricks. Uee the alchemy apall and aeva yoursalf Houre of work.

ROAD AVENGER (SEGA CD)

Level Select:

At the title screen perse UP end enter the configuretion ecreen. Preee A 6 times end pick your etage!

Invincibility:

Enter the configuration screen end press A 5 times end B 1 time for invincibility.





Sonic 2 (GENESIS)

Level Select:

Go to the option screen end go to the sound test. (This part is important), After every number you move to, press the B button to start the music. The numbers are: 19, 65, 9, and 17. If the code works properly you should hear a chime after pressing B the last time. Then go to the title screen, hold down A end press START.





Morrey tip:

Once ot the etege select screen, go to the sound test and (like the first code) listen to: 4, 1, 2, and 6. Then Pick e level. Collect 50 rings to be Super Sonic without collecting any chaos emeralds!



Tom Slick tip:

Aleo ot the stage select screen, go to the sound test end listen to: 1, 9, 9, 2, 1, 1, 2, and 4. Thie will put you in e debug model (eimiiar to the original sonic trick)



Street Fighter 2 (SNES)

Game Genie

For all the game players doubting us, here'e e code, using the Game Genie thet will ellow you to preform Chun Li'e extra Champion Edition move. (thie extra frame of animation was intentionally put in. I wonder why?)

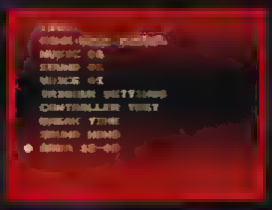
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BY MORREY & TOM SLICK

POGIS

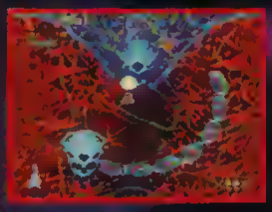
In a Land Where Cheaters Prosper

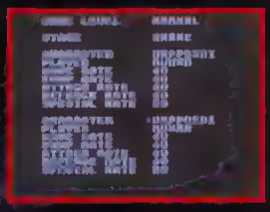


Space Megaforce (SNES)

Level select:
Whan the planet appears on the screen reset the game (5) times (wait until the planet appears aach time). After the 5th reset, hold down L, R, and START. Then hit select (8) times , hold down SELECT and go to the option screen. You can now select from all 12 levels!







Ramna 1/2 2 (SNES)

Hidden Character:
Once your at the player vs. player screen press and hold down the R, X, and A buttons. This will enable you to be our favorite character "Happy".









Art of Fighting (NEO GEO)

The Magic Move:
Loose at laast 75% of your health and with a full spirit meter., do a hslf circle snd and prass C than A! (This move only works with Ryo and Robert)

Action Replay Codes (SNES/SUPER FAMICOM)

GODS:
7E01-5318 Infinite energy
7E01-DB02 Infinite lives
7E01-3601 Bonus jump
7E01-3301 Star protection

HARLEY'S HUMONGOUS ADVENTURE:
7E24-B803 Livee
7E24-BA06 Energy

PRINCE OF PERSIA:
7E05-0805 Infinite energy

FINAL FIGHT GUY:
7E0D-6E05 Lives
7E0D-1450 Energy

CASTLEVANIA IV:
7E13-F050 TIME

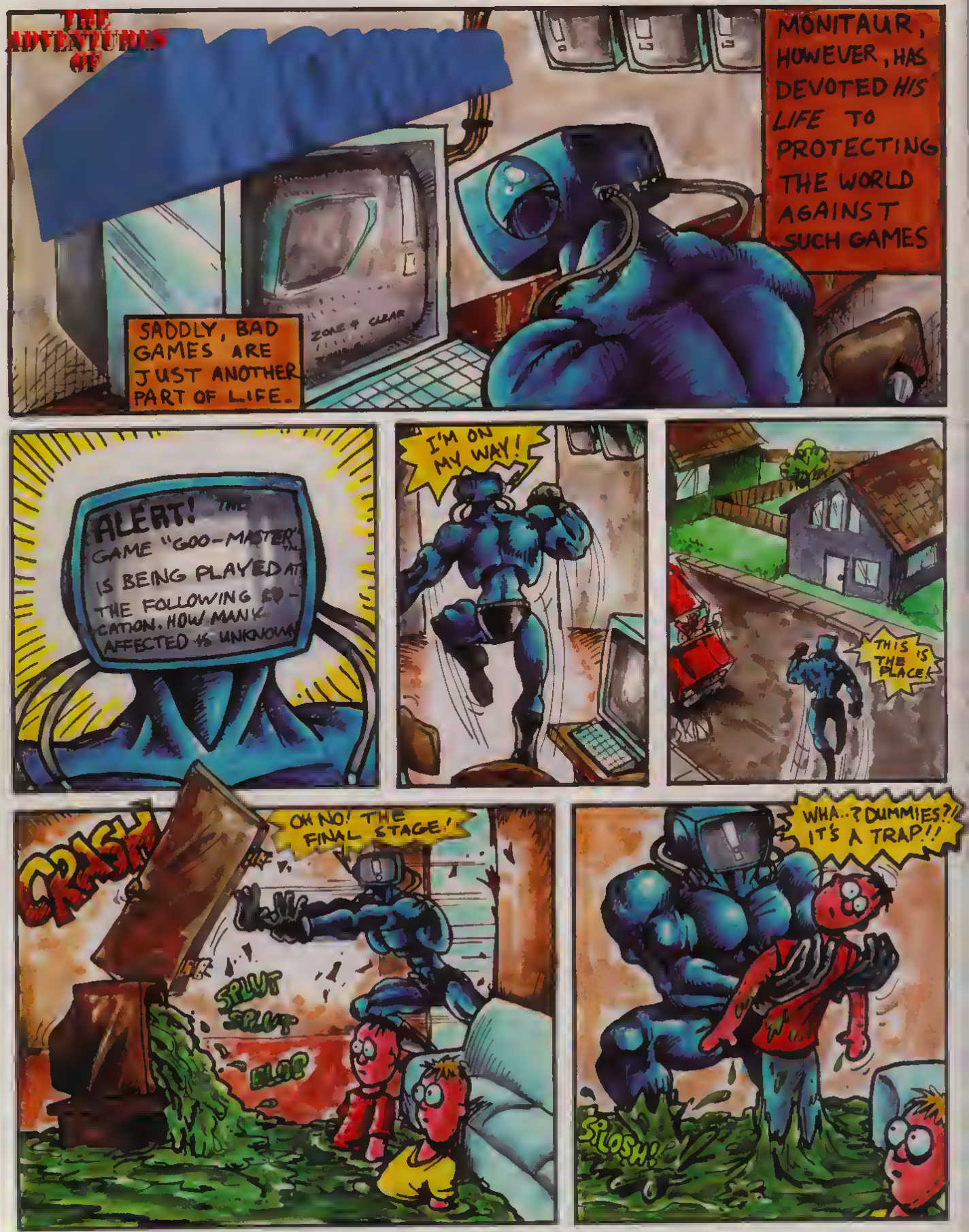
CONTRA SPIRITS:
7E1F-8A63 Lives
7E24-BA06 Bombs

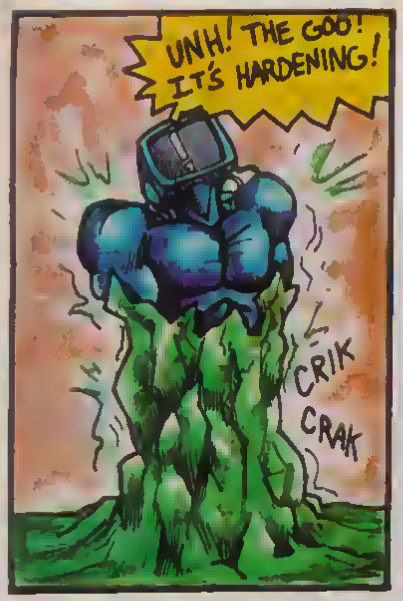
JOE & MAC:
7E08-2202 Lives
7E08-1C14 Energy

STREET FIGHTER 2:
7E0D-8000
Dragon Punch/Firebells



Thanks everyone who wrote In.
Keep 'em coming!

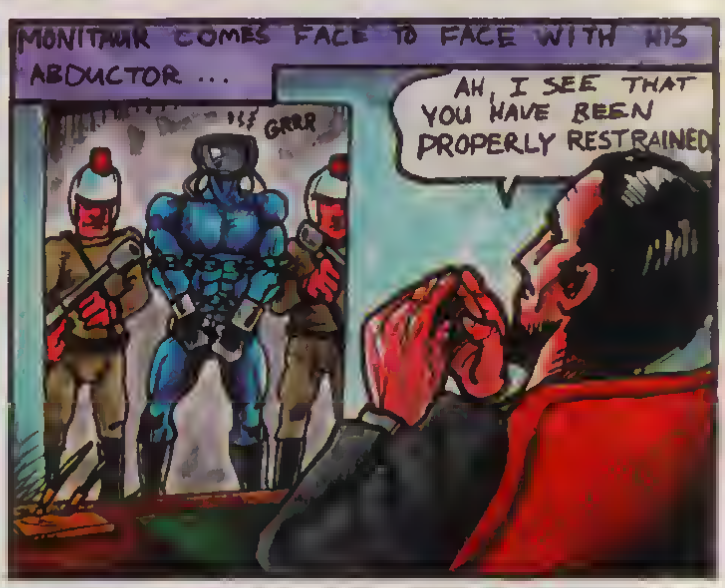

THE ADVENTURES OF
MONITAUR, HOWEVER, HAS DEVOTED HIS LIFE TO PROTECTING THE WORLD AGAINST SUCH GAMES
SADDLY, BAD GAMES ARE JUST ANOTHER PART OF LIFE.
ZONE 4 CLEAR
ALERT! THE GAME "GOO-MASTER" IS BEING PLAYED AT THE FOLLOWING LOCATION. HOW MANY AFFECTED IS UNKNOWN
I'M ON MY WAY!
THIS IS THE PLACE!
CRASH
OH NO! THE FINAL STAGE!
SPLUT
SPLUT
SLOP
WHA..? DUMMIES?! IT'S A TRAP!!
SLOSH!


UNH! THE GOO! IT'S HARDENING!
CRIK
CRAK


HUH? THE CEILING IS OPENING UP.

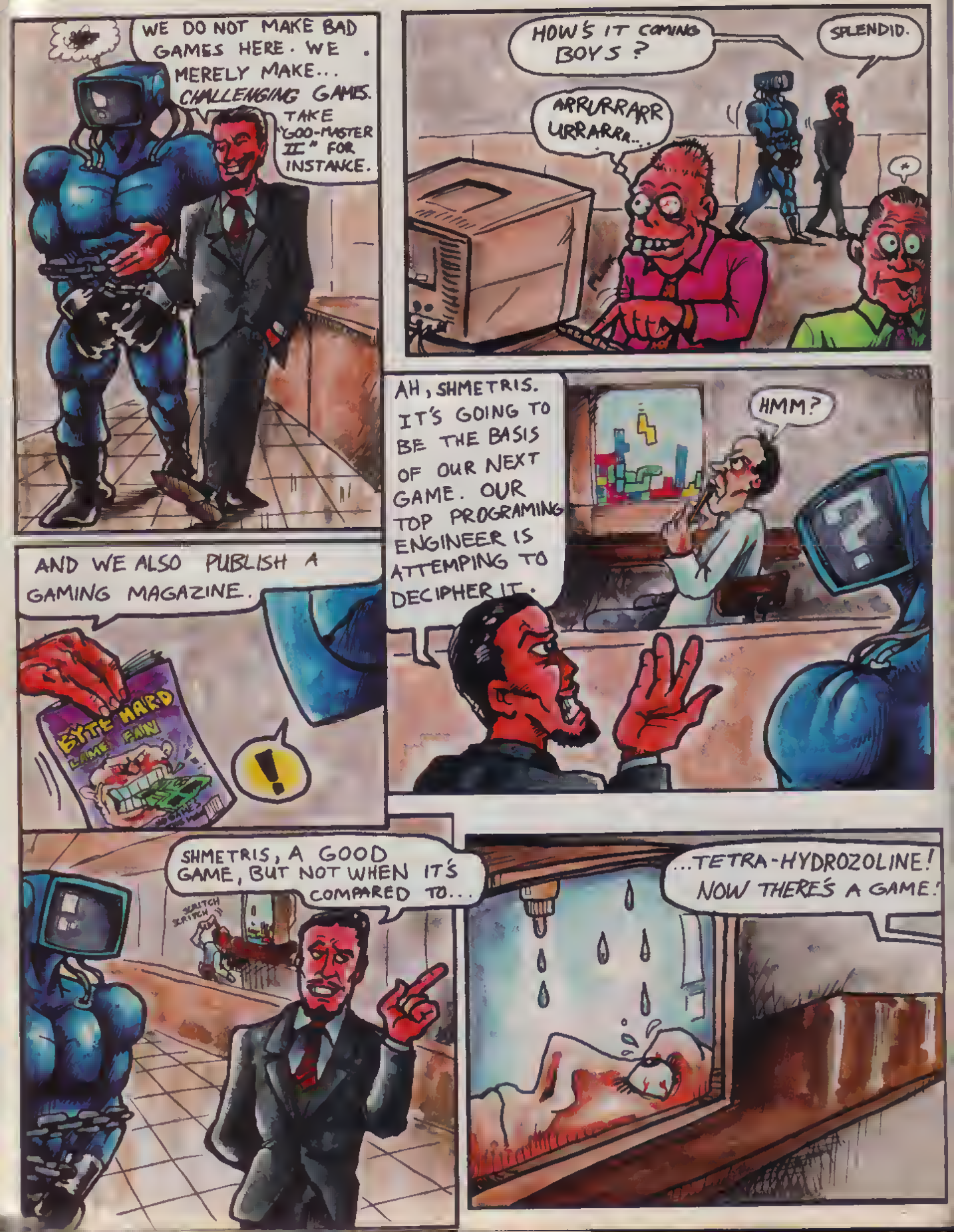



BLOW MIESTER GAMES, INC.
THE HELICOPTER ARRIVES AT ITS DESTINATION, AND SOON...


MONITHUR COMES FACE TO FACE WITH HIS ABDUCTOR...
GRRR
AH, I SEE THAT YOU HAVE BEEN PROPERLY RESTRAINED


WHY HAVE YOU DONE THIS?
YOU ARE THE ONE THAT HAS BEEN GIVING US SO MUCH TROUBLE AS OF LATE.
MY ONLY CONCERN IS TO KEEP BAD GAMES FROM HARMING THE INNOCENT!
THIS IS WHAT I DON'T UNDERSTAND. WE PRODUCE QUALITY GAMES HERE!


TO PROVE MY POINT, I'D LIKE TO SHOW YOU A FEW THINGS.


WE DO NOT MAKE BAD GAMES HERE. WE MERELY MAKE... CHALLENGING GAMES. TAKE "GOO-MASTER II" FOR INSTANCE.
HOW'S IT COMING BOYS?
SPLENDID.
ARRURRARR URRARRA...
AH, SHMETRIS. IT'S GOING TO BE THE BASIS OF OUR NEXT GAME. OUR TOP PROGRAMING ENGINEER IS ATTEMPING TO DECIPHER IT.
HMM?
AND WE ALSO PUBLISH A GAMING MAGAZINE.
BYTE HARD
GAME FAN
!
SHMETRIS, A GOOD GAME, BUT NOT WHEN IT'S COMPARED TO...
...TETRA-HYDROZOLINE! NOW THERE'S A GAME!


ENOUGH!!!
SNAP
YOU WILL PAY!
GUARDS!!
SWIPE
STOP OR I'LL SH—.
SMACK
BOT!
I'LL NOT REST UNTIL YOUR KIND IS EXTINCT!
WE SHALL SEE.
BOOM
Wolfmyer '93
END

VIEWPOINT

HONESTY IS OUR ONLY EXCUSE



We are pleased to welcome Sgt. Gamer to this month's Viewpoint. Unfortunately, the Postmaster accidentally shipped Brady to Australia 300 we haven't heard from him since. But don't worry, the Sarge has been playing video games for ten years. This kid's a little rough around the edges, but he's a great game player and above all he's honest and that's what it's all about. Remember, "Honesty is our only excuse."

Nintendo
Sega
Turbo
Neo Geo

SKID'S PICK	SGT. GAMER'S PICK	TOM SLICK'S PICK	THE ENQUIRER'S PICK
There's a lot of good games this month but nothing jumps out at me so I gotta go with Ninja Warriors. It must be that music.	For my first pick ever in Viewpoint I go Fatal Fury all the way. I turned the sound off and I thought I was playing a Neo Geo!	It was tough but Batman Returns edges by Cyborg Justice for my pick of the month. You just can't beat Konami!	Ninja Warriors was my pick of the month. The first game that demonstrates that there is real power in the Mega CD. A perfect translation!

RATED BY:	SKID	SGT. GAMER	TOM SLICK	THE ENQUIRER

JAMES BOND 007 - TENGEN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 21



84% The new Bond combines swell animation with huge, cavernous levels. This game held my interest beginning to end, with long levels and a very challenging quest, nice detail on the bosses too...better than the movie, sorry Timothy.

89% After playing this excellent action game I've changed my mind about James Bond and he longer think he is a wimp, but a swell guy. Tengen deserves a silver medal for delivering a unique new look and a great game.

80% We've seen him in tons of movies, now 007 is on the Genesis. My first impression was that it was a Rolling Thunder rip-off, but how mistaken I was. The game sports good character control and colorful levels and backgrounds. Tengen has cranked out another fun game.

84% Control and game play are what make this game exceptional. The levels am really difficult and are on long they remind me of the good old 8 bit days. The music wasn't the greatest, and the graphics are passable, but overall it's got all that's required for my tastes.

FATAL FURY - TAKARA - 12 MEG - 2 PLAYER - SEE REVIEW PG. 24



90% If you've been waiting for a real fighting game for your Genesis, wait no longer. Takara has somehow squashed 56 megs into 12, for an almost identical translation. Its all here, along with some new moves exclusive to the genesis version. If the Genesis only had better sound...

89% Fatal Fury was good on the SNES, but it is even better on the Genesis. The graphics are colorful, the special moves are easy to do and the music is great. But, the best part is that you can still jump from the background to the foreground. After playing this, I can't wait for the sequel.

88% Who would've believed that Fatal Fury could be this good. This game is awesome! The control is great and the character animation is very fluid. Two big pluses in this version are; 1) both players can choose from the bosses and 2) the special attacks are easy to execute. A winner!

81% While the SNES version was a flop, the Genesis version is excellent. The control is much better than SNK's version and the game doesn't get repetitive like most fighting games. I love the extra new moves and ability to control all of the characters. Overall, this cart is top notch.

BLASTER MASTER 2 - SUNSOFT - 8 MEG - 1 PLAYER - SEE REVIEW PG. 26-27



87% Blaster Master 2 features all the diversity and addict-ability found in the 8-bit classic, only this time we've got the graphics! The attention to detail is astounding, even the teeny guy has smooth animation. Take a day off when this one comes out!

90% Since I am a skilled tank pilot I can really relate to Blaster Master 2. I like nothing better than driving through the battlefields blasting hordes of enemies. Since I also excel as a foot soldier, 9M2 was perfect for me. Great game!

85% I've never seen the original Blastar Master, but after playing the sequel I'm going to. This game is so cool and long you'll automatically get addicted. The detailed graphics and colorful backgrounds are outstanding. I especially liked the overhead levels. Don't overlook this sequel, it's hot.

78% Blaster Master 2 does just what a sequel should do and improves on its predecessor. Graphically and musically it's a better game, but I just didn't get the feeling that the original gave me. Overall a stunning cart, hopefully the SNES version will live up to the 8 bit.

THE FLINTSTONES - TAITO - 8 MEG - 1 PLAYER - SEE REVIEW PG. 28



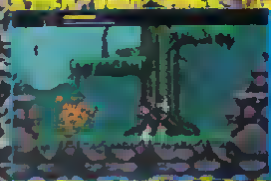
80% To my surprise, the Flintstones turned out to be a pretty fun game. Fred and the cast of Bedrock am drawn very well and the game is diverse and challenging. The tinky-dink tunes kind of were thin and there's a little slow down, but, overall, its a yaba daba doo time.

88% I've been looking for a good action game for my Genesis lately and Flintstones fills the void. I really liked the tunes in this game and the character response is just about perfect. The fun factor is great and the game is very addictive. Yabba Dabba Doo!

80% I really underestimated this one. I had my doubts, but me happy to say that Fred & Barney are looking good on 16-bit. What surprises me the most is how long and challenging the game is. The control is responsive and the graphics are cartoony, but the music needs some work.

73% It's about time someone did an upgrade of this old great. Same as the 8 bit game play-wise, but graphics, color, and music have all been souped up 16 bit style. The only problem I've found is the slow down, but the challenge of the game makes this cart worth the play.

X-MEN - SEGA - 4 MEG - 1 PLAYER - SEE REVIEW PG. 29



89% Marvel-ous. Someone finally does the X-Men justice. Each character is large and fluid and the attention to detail is great in both the characters and backgrounds. X-Men also offers a worthy challenge rather than the usual walk-thru, and there is no flick or slow down, I have no complaints.

87% I used to think comic books were for sissies but Sega has changed my mind with X-Men. No more wimpy little characters, this game delivers a man sized challenge along with excellent graphics and great playability. Get it now!

83% One of the main reasons I like this game is because it has eight X-men and some of their most evil foes, not just one familiar name and a bunch of nobodies. The characters are big, the control is good and the levels are drawn very well. A solid game.

83% This version of X-Men is the best yet. The graphics are well done and the music is better than most of today's carts. This is one challenging game that will keep even the best of gamers going.

CYBORG JUSTICE - SEGA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 30-31



91% A great fighting game, a great action game and animation, animation, animation. Another SNES killer from Sega. One or two players with an many choices I will never tire of this game. From the opening story to the end credits, this is a masterpiece for an 8 meg cartridge.

94% Being an expert in hand-to-hand combat, I found these nasty robots worthy opponents. I have a mighty salute to the awesome animation and incredible playability, and it's two games in one definitely the best fighter in a long time.

92% Eight tiny megs, one amazing game. Man, why don't CD games have the amount of animation this game has? Cyborg Justice has very detailed characters, quick response and loads of different moves. The ability to customize your robot and fight against a friend is the ultimate.

88% Cyborg Justice should not even be compared to Heavy Nova. The control and animation are so smooth and unique that you feel like you are controlling a real robot. CJ is excellent with two players in both the one-on-one mode and action scenes. SF2 fans, there's a new game in town!

OUTRUN 2019 - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 32



70% Cartridge based driving games don't impress me, especially after playing Jaguar and Batman Returns on CD. 2019 is the third best of its kind, behind Menace I and Out Run. The new play mechanics are neat, but the game lacks quality music and color...at least its different.

80% I like a good driving game once in a while and Sega delivers a pretty good one here with all new play mechanics, pretty smooth scaling, and a new futuristic look. Great fun in the melee pool!

70% Compared to OutRun for the Genesis, 2019 unfortunately doesn't match the graphics or sound of the original. I'm not saying it's a bad game, because it is addicting and has great levels full of jumps and ramps. The control is good and the difficulty is just right. A good, but not great, update.

77% I am really impressed by the quality of this game. The control is excellent and the variety of courses really add to the fun of the game. I like the new jumps, and the fact that there are 20 or so stages makes Outrun 2019 much better than the original.

HIT THE ICE - TAITO - 8 MEG - 2 PLAYER - SEE REVIEW PG. 33



79% Someone must have given Taito a kick in the butt, because this is their second good game in a row. Hit The Ice has huge detailed characters, good color and, most importantly, its a really fun game with one or two players. Quality translation, go Taito!

83% Straight out of the arcade and in to your Genesis, Hit The Ice has arrived. This game has all of the features of the Williams coin-op, including big characters, good animation and all the cheap shots of the arcade original. Taito scores a direct bullseye with this one.

76% Hit the ice is a great translation from the arcade. The game has big characters, fast action and great graphics. The game lacks a bit of character animation and the control could've been stiffer, but the music and sound effects make up for it. The fights are a cool bonus.

81% Finally, an exact coin op translation, except for the 4 player simultaneous. This version has easy control, cool voice, and funny fight scenes. This is so much an action game as it is a sports game. Another good Genesis sports title has arrived!

WILLY BEAMISH - SIERRA ONLINE - SEGA CD - 1 PLAYER - SEE REVIEW PG. 36-37



88% I never thought I'd like this type of game, but little Willy won me over. Although this is not the usual fast paced game I prefer, it is an addicting game that thoroughly held my interest and is one that I will go back to many times in the future. This is a promising new format after all.

90% If I ran across a little brat like Willy Beamish I'd have him scrubbing floors with a toothbrush. Military School's too good for 'em! I whipped him into shape, went right through the game and had a great time. Outstanding!

82% Computer games are here. This interactive adventure game has crisp graphics, voice, animation and lots of player interaction. Willy Beamish is also long, but at the same time limited. It's a fun game to play and if you practice you'll see all the different endings.

79% Willy Beamish is a really fun interactive cartoon. This game is impressive in every category, animation, graphics, and storyline, not to mention the easy control setup not found in many PC-ports. There's a lot of loading time, but it is still a strong CD title.

NINJA WARRIORS - TAITO - MEGA CD - 2 PLAYER - SEE REVIEW PG. 38-39



90% After 2 years of waiting, it's finally here. Not only do you get a perfect arcade translation, but there's also a new arranged soundtrack and a mini-movie with English narration. More bang for the buck, I'm glad I held on to my Mega CD!

90% I was not a big fan of the arcade version, but CD has made me a believer. After seeing how close the graphics, music and sound effects are to the original, I have become a new fan. If all coin-op games can be translated this well to the CD, it will become the new standard for home play.

80% The Mega-CD version of Ninja Warriors is exact to the arcade with all the levels, jammin' music, and two player action. You won't find any fancy scaling or rotation, just a fun addicting game. N.W. also has a Zuntada feature which tells a story with cinema screens.

93% Ninja Warriors makes it to the Mega CD with style. All of the levels can be found here along with a 10 minute movie not found in the arcade, and the 2 player mode is even better than the arcade. The CD also employs the arcade music and a new arranged version. Simply perfect!

BATMAN RETURNS - KONAMI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 45-47



85% Konami offers all the side scroll fighting your thumbs can handle, along with vertical and horizontal elements and one fast driving sequence, for an incredibly satisfying game of Batman. Although I prefer more action/platform, I can find no fault in this game. It does what it wants to do perfectly.

92% I like the idea of taking out street punks, but I wouldn't do it in no darn Sights. But seriously, this is the ultimate Batman with all the moves a fighter could want plus perfect graphics and music. Konami delivers a direct hit.

97% The Dark Knight never looked so good. Batman Returns is my type of game. The music is straight from the movie and the attention to detail on the graphics is outstanding. Control is similar to Final Fight but has moves only Batman could do. Another hit from Konami.

84% Batman Returns totally lives up to my expectations. The music is exact to the movie, along with some of the best graphics to date on the SNES. The driving scene is very fast but it's only one stage long. The fighting is great, if you're looking for a new Final Fight style action game!

TERMINATOR - MINDSCAPE - 8 MEG - 1 PLAYER - SEE REVIEW PG. 48



49% Terminator started strong, then got weak, then got strong again thanks to the driving portions. Unfortunately, the bad out weighs the good and what could have been a good game falls way short due to some sleepy levels that are just too stiff...almost.

58% I of course loved the movie, but this game just doesn't stack up against the other versions. There's some good effort here, especially in level one and the driving scenes, but overall it misses the target.

61% This game WAS commissioned. The ideas were there, but just didn't fit. The control is sloppy and the animation is choppy. When have you ever seen half a ladder go a building? Well you'll see a lot in this game. One redeeming quality is the driving sequences which have cool scaling.

35% While other versions of Terminator on other systems were excellent, this version is horrible. Everything from the graphics to the control is missing. The only good thing about this game is the driving scene, but it doesn't save the game. What happened here?!!

KENDO RAGE - DATAM POLYSTAR - 8 MEG - 1 PLAYER - SEE REVIEW PG. 50



69% Polystar takes the best and bad Valis formula and adds a heavy Japanese theme. The game plays well and has some good graphics, but overall it just didn't have what it took for me to be a quality action game. A good game for girls.

70% I don't mind the Valis style action game, but this girl is just was too twiggy for me. Looks like she could use a good meal. A pleasant diversion, but nothing to get excited about.

65% At first glance I thought this might be a game that I could get into, but after playing level one I could already tell it was just too cutesy for my manly tastes. There's some good challenge here however, and I wonder why Datam made such a tough game that looks like it was made for kids.

59% Take Barbie and take Valis and add them together and what do you get? Kendo Rage. While the graphics are excellent, and the music is decent, the game still didn't keep me interested enough to make me want to keep playing. Maybe Sega will change the American version, who knows?

S.O.S. - E.A. - 8 MEG - 1 PLAYER - SEE REVIEW PG. 51



70% At first, I really liked this game. It has excellent animation, cool sight gags and plays extremely well. The only problem is the repetition; each level is too similar to the last. In fact, it almost turns in to a maze game. More diversity would have made S.O.S. a hit.

80% S.O.S. is a well put together character with great animations and excellent control. I also enjoyed the game. However, I found it a bit repetitive and a bit frustrating at times. Overall the good out weighs the bad ... interesting.

67% This game didn't do much for me. Although I normally like this style of game, I just couldn't play level after level of the same thing over and over. Nice graphics, but no diversity whatsoever. The whole concept of having to escape a level is just too boring!

64% S.O.S. has original characters, okay control, and tons of levels. S.O.S. makes use of some of the coolest sound effects I've heard, though I found that after playing for about 2 hours, S.O.S. gets really repetitive and looses all of the fun factor. I wouldn't complain about a sequel with more diversity.

HARLEY'S HUMONGOUS ADVENTURE - HI TECH EXPRESSIONS - 8 MEG - 1 PLAYER - SEE REVIEW PG. 52



80% Harley's definitely shows us that spectacular claymation effects can be achieved on the SNES. A lot of creativity obviously went in to this one and, although a little repetitious, what's new in this game makes it score high. Deserves a sequel.

77% When I first played this game, I was hooked. The backgrounds have a great amount of color and detail. The base and the enemies look outrageous and are animated perfectly. The music gets repetitive, but it is no big deal. HH has personality, and that makes it a winner in my book.

69% Compared to games of its kind, Harley's just doesn't offer enough. The control is good and the use of colors make characters look like claymation. Challenge-wise it's also good, but the game gets repetetive quickly and that's what hurts this game.

65% Here's a game that has some really nice claymation effects, but falls short overall in graphics and game play. The character movement is a little choppy, and worse, the boss is the same every time, even at the end! I'm glad to see some originality in concept, too bad it just didn't interest me.

GODS · MINDSCAPE · 8 MEG · 1 PLAYER · SEE REVIEW PG. 54



75% [illegible] my God! Its Gods. These [illegible] Brothers sure knew how to paint a pretty picture! Incredible graphics and detail, but it needs to be fun to play over and over. After 2 hours, Gods pooped me out, but, if you've got a lot of time on your hands and like to memorize levels, its worth a look.

81% I'm a thinking man, and this is a thinking man's game with incredible graphics, good music and solid game play. I will stick with this one til the bitter end. Has anyone seen my pass-words?

82% My only complaint about this game is that it is a little too one dimensional. The levels seemed very flat. Character control and animation is very good and the levels are long and complex. The music in the game was also well done. This version is the best yet.

78% Gods has graphics and sound effects that are skillfully done. The character and enemies are well animated, the music is okay, but the challenge and number of levels, combined with great strategy and side scrolling action, make Gods a knockout.

KING ARTHUR'S WORLD · JALECO · 4 MEG · 1 PLAYER · SEE REVIEW PG. 55



80% If you liked Lemmings, you'll love KAQ. Not only is it tons longer, but it has awesome Q-Sound and excellent graphics. A word to the wise, approach this game with mouse in hand, controller play will only result in controller flight.

79% I like the dark ages. Men were men, women were woman, and games were lethal. I know I'll definitely get my money's worth on this one, if not for the music, for the incredibly long and challenging play ... addicting.

78% You'll definitely get your money's worth in this game. Its soon long, it is unbelievable. It's a lemmings game with gigantic levels, fights, and strategy. K.A.Q. isn't my type of game, but it got my interest and I'm sure its a puzzle fanatic's dream.

81% From the creators of Starfox comes King Arthur's World, a game that is like Lemmings but better. This one supposedly takes a year to beat and contains some of the longest most complex levels in a puzzle game to date. Check out the unbelievable Dolby Surround, serious pumpitude!

KITARO'S ADVENTURE · BANPRESTO · 8 MEG · 2 PLAYER · SEE REVIEW PG. 56-57



78% Here's a kid with one eye whose dad hangs out in his hair and sports an eyeball for a head...you gotta love it. What sounds weird is graphically a superb game, with color and mosaic FX that rival anything around. A little strange but, overall, I recommend it if not for the graphics alone. Unique!

93% I was pleasantly [illegible] by this title. Judging by the amount of detail put in to the colorful graphics, this game has a lot of development effort behind it. The bosses are awesome and Kitaro is a unique and memorable character.

79% [illegible] us strange and unique games. The main character is original and the detail used in the entire game is apparent. The two player option makes the game one of the most fun side scrolling action games for the system. Don't miss it.

88% This game has everything I look for in an action platform game. The backgrounds, innovation in game play and challenge are what really makes Kitaro's special. The 2 player mode is also cool, but stick with 1 player, it's much easier!

MUSYA · SETA · 8 MEG · 1 PLAYER · SEE REVIEW PG. 58



67% Musya is a weird game. The lead character moves quite slow, but it kind of fits the mood of the game. Graphically, Musya delivers and the music is also good. Its just a very dreary Japanese theme. Musya is a little too slow and weird for me, but its still a fast game ... I'm confused.

69% Musya is the type of game that I would normally like, but this title was not that appealing to me. The music is good and it is a hard game to beat, but, what's with the small characters? I like the idea of the Japanese theme, but there wasn't enough originality for me.

70% Graphically, Musya is beautiful and the game will keep you busy for a while. The difficulty level is set hard, almost too hard. Music is average and control response is a bit slow. The game gets better as you progress, unfortunately many will give up from frustration.

73% Musya is really difficult, and has some very impressive graphics with great music. The game play is a bit slow, and the control is very strange. You stay in the air for at least a year when you jump. Castlevania ... Not!

LORDS OF THUNDER · HUDSON · SUPER CD · 1 PLAYER · SEE REVIEW PG. 76



80% [illegible] only a headbanger could love and some of the best [illegible] ever displayed on the Turbo Duo. If you're in to [illegible] [illegible] a shot of adrenaline. [illegible]

85% [illegible] than I got much better than [illegible], especially on the Turbo Duo. Not only a worthy sequel but easily one of the best shooters this year.

88% [illegible] music is pumpin', the [illegible] and the graphics [illegible]. The different levels and [illegible] enemies keep the [illegible]. A sequel to Gates of Thunder, Lords is welcomed as [illegible] of the best shooters for the Duo.

95% [illegible] graphics are [illegible] tons of levels, just the right amount of difficulty. [illegible] music is the best I've heard in a long time, even rivaling the mighty [illegible] I hope another sequel is in store [illegible]

PARODIUS · KONAMI · 8 MEG · 1 PLAYER · SEE REVIEW PG. 73



75% [illegible] this. Only for big fans of this funny little shooter, this [illegible] is a must. For a PC [illegible] it is remarkably faithful [illegible]

88% [illegible] again, but this time [illegible] on the PC Engine. [illegible] Don't let that fool you, [illegible] long levels, a great [illegible] personality to burn. Highly [illegible]

92% [illegible] the PC Engine, Konami's Parodius is an incredible [illegible] with very sharp and colorful [illegible], bizarre power-ups and [illegible] orchestrated music. Unlike other [illegible], this one has a warped [illegible] with cutesy charac-[illegible]

88% [illegible] Parodius is great. It's got the length, the game play and just the right feel. The graphics are true to the original, but the [illegible] sometimes gets annoying. For being the first 8 meg-card, [illegible]

[illegible] · NEC AVENUE · SUPER CD · 2 PLAYER · SEE REVIEW PG. 74-75



80% Any action game is welcome on the CD, as it has way too many shooters in the lineup. [illegible] is very fun, challenging [illegible] addictive, with good detail on all characters and bosses. Better [illegible] would have pushed it even higher ... don't pass it up. Its 2 player simultaneous and very fun.

79% [illegible] game [illegible] seems to be a [illegible] with 2 players and too difficult [illegible] play it alone. The music [illegible] average and the graphics ... o.k. Worth a look.

72% [illegible] but [illegible] sneaks [illegible] the [illegible] have the [illegible] good [illegible] the [illegible]

68% [illegible] simultaneous not [illegible] many of today's [illegible] games. The music is well done [illegible] there are a heap of levels, though [illegible] found that with 1 player it [illegible] impossible. So, you might have [illegible] play with 2 players to get [illegible] the most.

MAGICIAN LORD · SNK · 46 MEG · 1 PLAYER · SEE REVIEW PG. 80-82



99% If you own a Neo Geo and you don't own Magician Lord you are missing what could very well be one of the best action games ever. Drop this magazine ... gently ... and go get one!

91% This is the game that made me want to buy a NEO-GEO. Magician Lord features some of the best graphics ever seen in the home or arcades. The sound effects and music are particularly well done and the control is spot on. The fun factor is off the chart and its a hard, hard game. Awesome!

92% One of the first released and still one of the best. Magician Lord has beautiful graphics and outstanding music. The detail and animation on each character is amazing and the control is fantastic. Levels are long and difficult and only the best will survive.

95% Magician Lord ... the game that made the Neo Geo what it is today. Take the best of everything; Graphics, music, game play, cinema displays and challenge that will keep you on the edge of your seat at all times, add them all together and, behold the king of action/platform games!

NAM 1975 · SNK · 46 MEG · 2 PLAYER · SEE REVIEW PG. 83



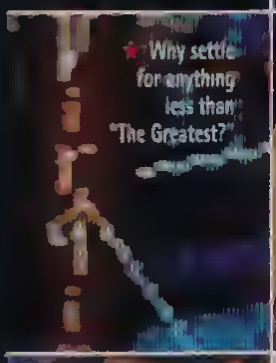
93% Nam '75 takes me back to the good old days when I thought nothing would ever look as good as the Neo Geo. Even now, Nam has withstood the test of time and remains a unique and stunning game.

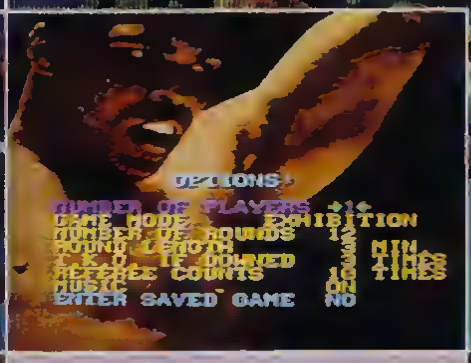
95% Ahhh, carnage in Nam. I get out my old boots when I play this one. The sights! The sounds! No one survives! But would someone please tell me how to beat the last boss! This guy's tough, but he's mine! ... Awesome.

92% Once again, a Neo Geo classic that today's games by SNK can't match. Nam ties in an intense story along with crisp, detailed graphics, explosive sound effects and perfect challenge to bring you an awesome game. If you don't have it, find it.

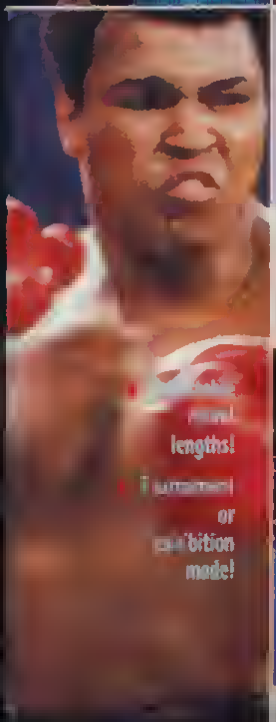
84% SNK knows exactly how to make a great action/shooting game. Everything from the graphics to the music are first class. The game is really hard with 1 player so I recommend 2 player action at all times. It's about time for a sequel on this one SNK, don't you think?

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!





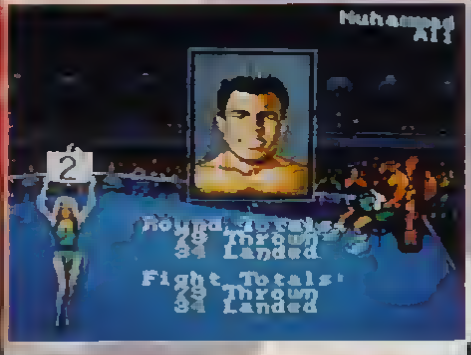




"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis. ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."
—Electronic Gaming Monthly



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SEGA SECTOR



SEGA CD PREVIEW
PREVIEW BY E. STORM

THE TERMINATOR

VIRGIN
ACTION
1 PLAYER
SEGA CD
AVAIL JUNE

Here's a sneak peek at one of the most eagerly awaited Sega CD titles of the year ... The Terminator. As we all know, games displaying the Virgin logo are some of the most creative and high quality games in the industry. And, when you see this game move, that becomes even more apparent. The version I previewed (shown here) is very early, containing only 2 of the 10 levels. However, what I saw amazed me. Kyle Reese animates like a real person, moving fluidly up and down stairs, climbing ladders, crouching, jumping, and shooting in the 1st level. The ecto-skeletons and Terminators are also incredibly fluid. In the 2nd level, the first thing that grabs is the background, with piles of skulls and abandoned pick-ups shining their lights through the mist. But wait until









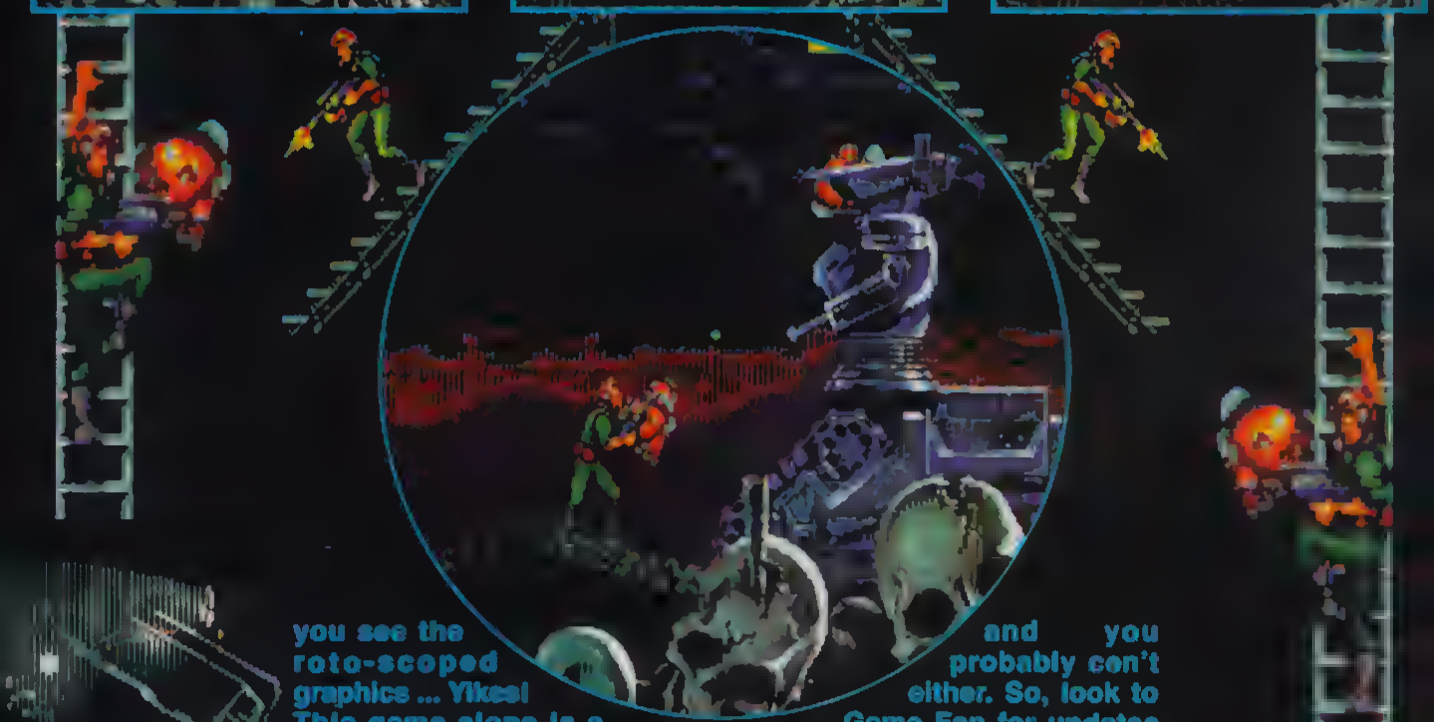




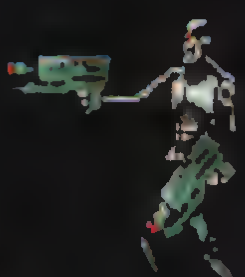








you see the roto-scoped graphics ... Yikes! This game alone is a good reason to buy a Sega CD. I can't wait to see and hear more (the music is excellent), and you probably can't either. So, look to Game Fan for updates right up to the release date of Terminator CD.





SPLATTERHOUSE 3



NAMCO
ACTION
1 PLAYER
16 MEG
AVAIL MAY.





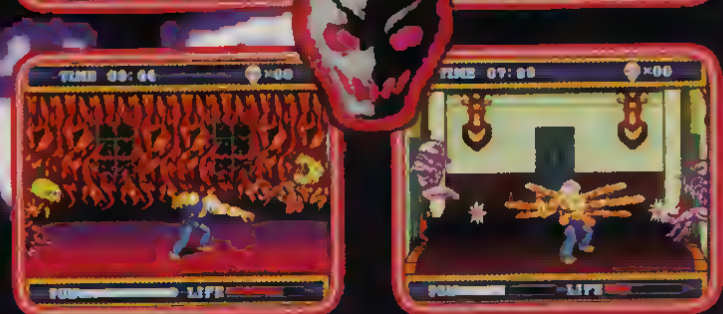






I have, in the past, never been a huge fan of the Splatterhouse series. Jason has always seemed klunky and has never had the moves required to make it an addicting game. I am, however, a big fan of horror, special FX, and goo fests. That, Splatterhouse has always delivered. Now, on the third trip, Namco (as if they knew exactly what I wanted) has gone beyond my expectations with not only the moves and spurting goo, but even more so, with the storyline, which is incredibly morbid and gross ... I love it. Another thing that you'll reeeally like is the massive length and re-playability of part 3. you can choose a straight





















path to the boss or explore the many rooms in each level which are filled with dripping enemies and weapons of destruction. And Jason ... is gnarly. He now features all the moves found in the best fighters along with a special move where his flesh explodes outward and takes out enemies on both sides. Splatterhouse 3 is one of those games that could only come out on the Genesis, another reason why i am a loyal Sega user.

It's loaded with fun, addicting play, quality well drawn graphics, excellent sound effects, and there's even some nice surprises. It's definitely far and away the best version yet and further proof that the Genesis is alive and well. Namco really deserves our gratitude for keeping it messy.





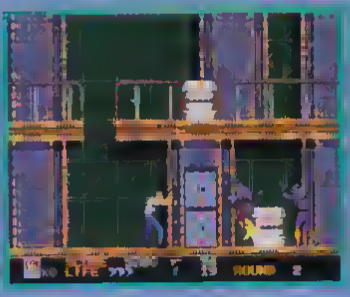






ROLLING THUNDER 3



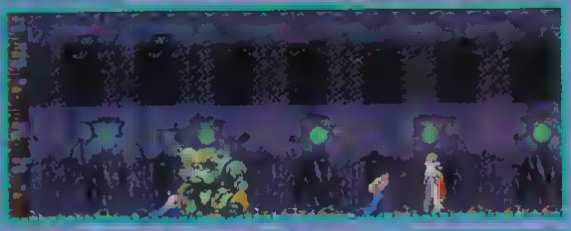


Attention Rolling Thunder fans. Namco has squeezed out one more sequel to keep you jammin', and this time it's 12 megs ... but, only one player. Sorry, this time you'll have to go it alone. The attention to detail in this new version is awesome with detailed, highly animated characters and colorful, multi-scrolling backgrounds (and more



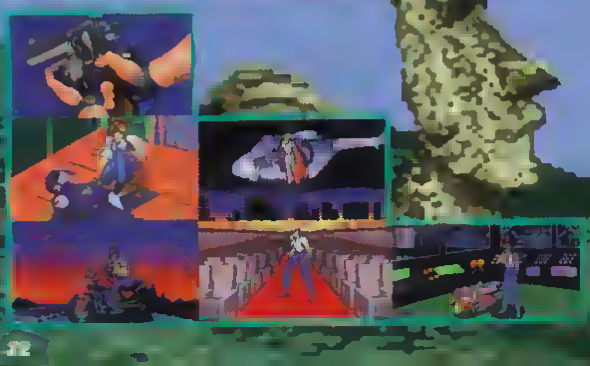


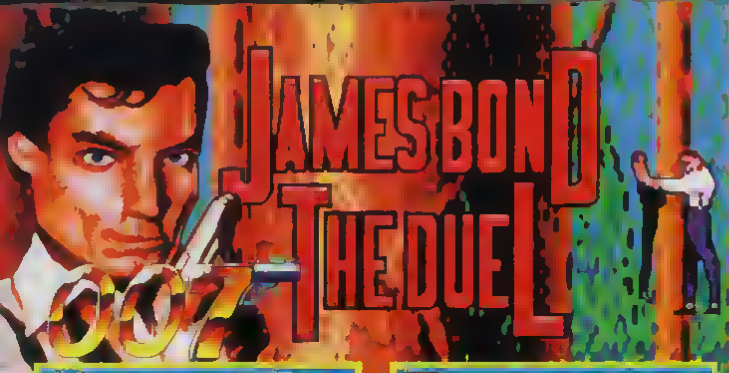


of them). The immediate differences I found on our early ROM were smoother animation, faster game play, better control and way more diversity. The added jet ski and motorcycle levels are a gas! Sounds good, huh? We'll have more (a lot more) on this stellar sequel right up to its release.





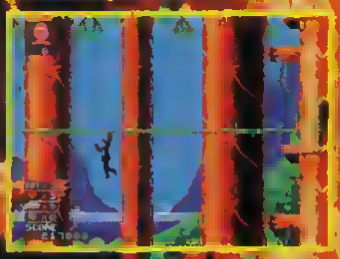


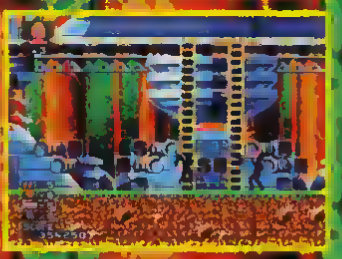




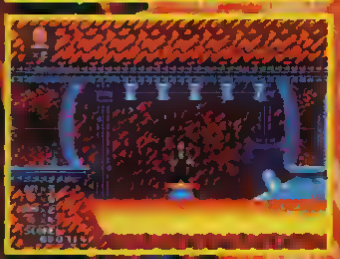


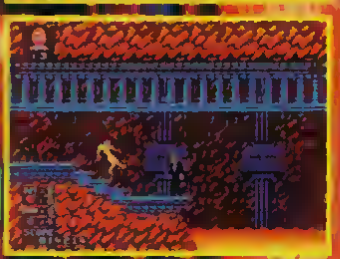


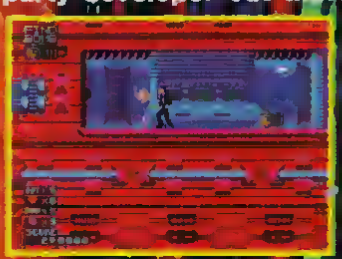


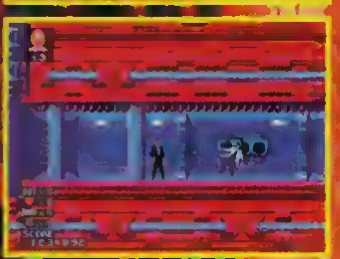


















James Bond 007 by Tengen/Domark is one of the most unique side scrolls I have played in a long time, and a new approach more developers should look into. What we've got here is a small but incredibly animated character running through monstrous levels full of traps, enemies, secret places and hidden surprises. You're mission, what else?...save beautiful women, diffuse bombs and roast the evil, crazy professor, you know, Bond stuff.

What I like about this game is that it is not a straight shot to the end of the level, it is huge and cavernous with more and more paths to take as the gams progresses. And, the Bond character himself has excellent animations reminiscent of Out of This World. Although there are only 4 levels, the game is pretty long, as 1 of these levels equals 2 or 3 of most of today's action games.

It's refreshing to see Tengen cranking out quality gemes. Sega has another strong 3rd party developer out there. I hope Road Riot and Tengen's futurs CD games show this much innovation and attention to detail...good show!

GENESIS REVIEW
REVIEW BY E. STORM

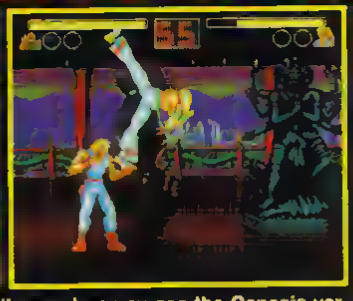
FATAL FURY



TAKARA
FIGHTING
2 PLAYER
16 MEG
AVAIL MAR.











Unbelievable! That's what you will say when you see the Genesis version of Fatal Fury. Especially if you've seen the SF version, this one blows it away! Enter Andy, Terry and Joe...and every other character! You can choose anybody or any character vs. character, that's the way it should be! Now, get ready for the graphics and playability.

Each character is as large as its Geo counterpart, with all the color and detail, and the game moves fast and fluid, with the added option of jumping in and out of the background intact. The moves are also easily negotiated with the Genesis control pad(although I recommend a good joystick) and there are even some new moves not found in the Geo or SF versions.

As far as the music goes, I would say it is high quality for a Genesis cart, but is in no way up to par with the Geo...but, who cares! A Genesis is 99 bucks. You have to sell your car to buy a Neo Geo. Fatal Fury is by far the best 1 on 1 on the Genesis, surpassing even Cyborg Justice and leaving all others in its wake. It will take the mighty Street Fighter to beat this one! But, until then, we've got 1 strong fighter to keep us busy.















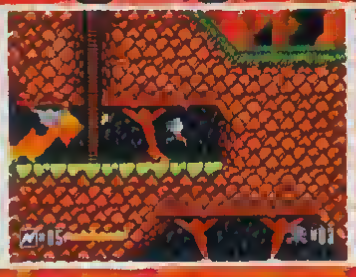


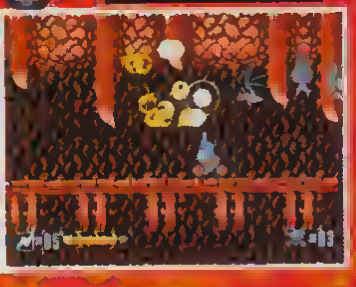
MEGA SHOTS!

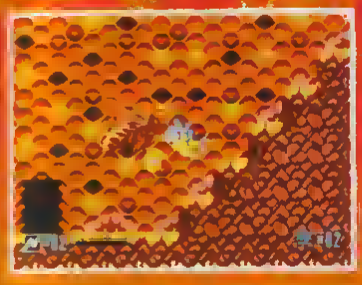


BLASTER MASTER 2

SUNSOFT
ACTION
1 PLAYER
8 MEG
AVAIL FEB.

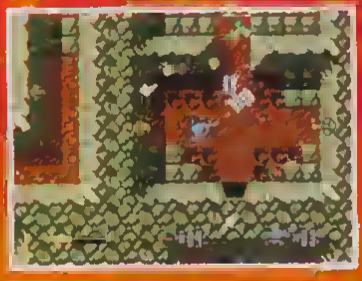





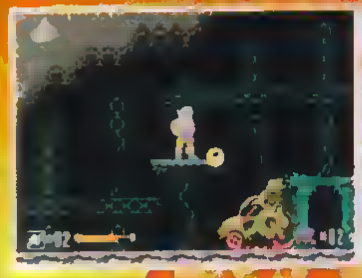
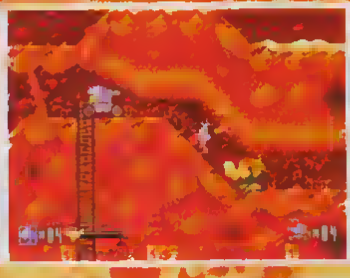
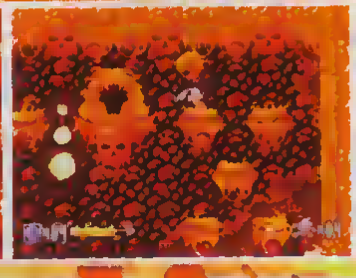
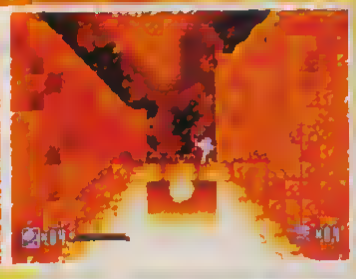



I was a big fan of Blaster Mastar back in the not so good ol' days of 8-bit. So, my axpectationa ware very high for a 16-bit varaion. I hoped that tha original format would be adhered to and it has been, except for the 3/4 view action scenes which ara now side acrolling. Sunsoft also added an overhead view to the end of each level, so there are actually four modes; driving, side scroll(with a tiny guy), side scroll in rooms(with a big guy) and overhead driving, making Blaster Master very diverse and fun to master.

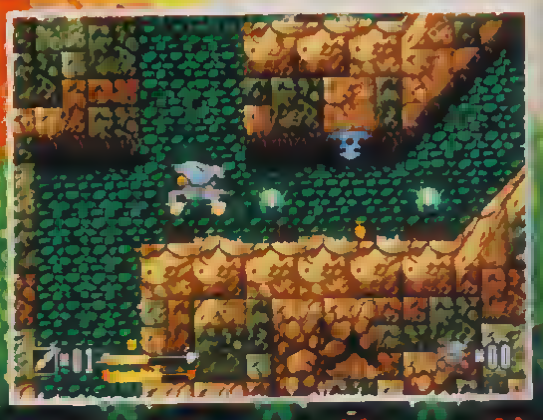
The graphics in all four modes are excellent, with ultra high detail and bright colora. I especially liked jumping out of the car and playing the little guy, as the level seems to tower over you as you jump across caverna with fire spewing akulls overhead and fiery pits below. Tha driving sequences are also fun. The car is drawn great and moves well. In aach level, you must first drive, then exit the vehicle and find tha correct passages leading to the bosses. Then, go back to your car and exit through an overhead battle.

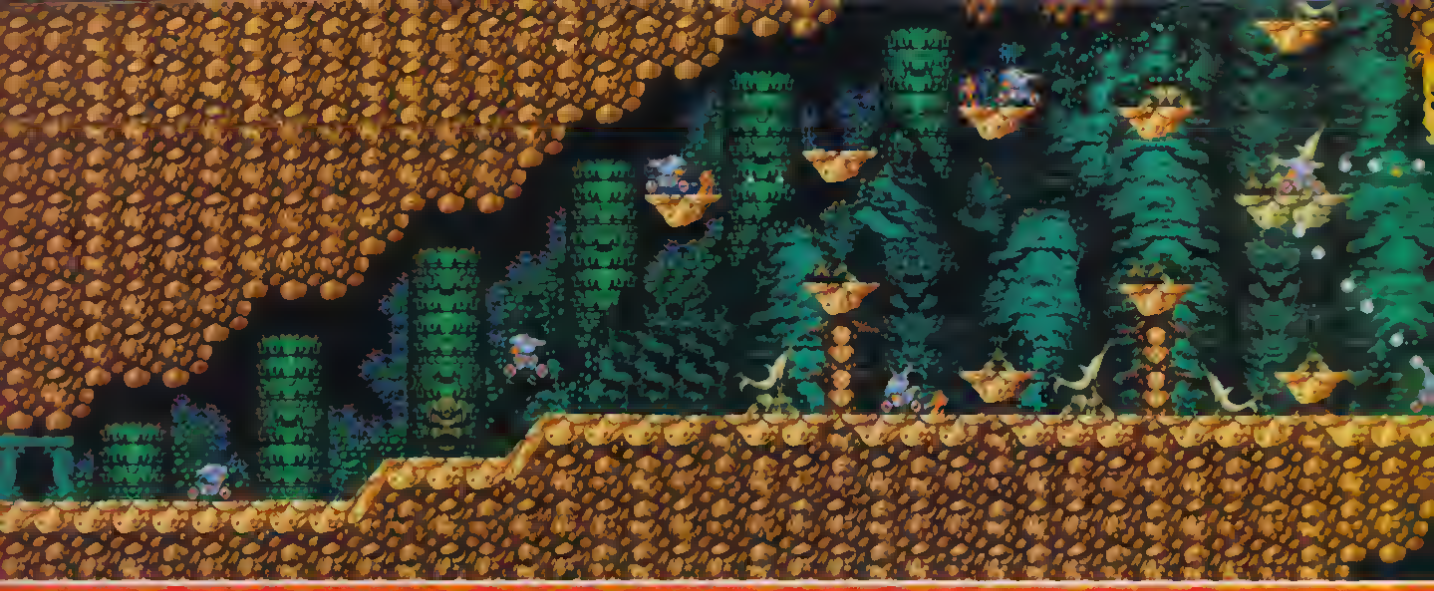




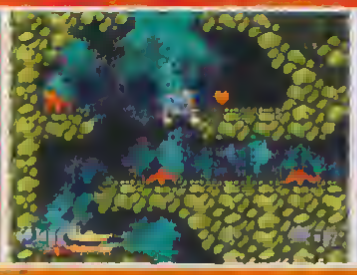


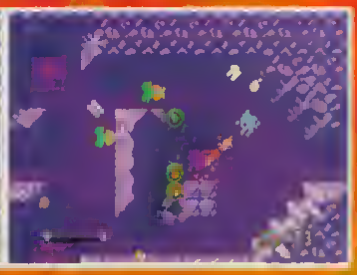


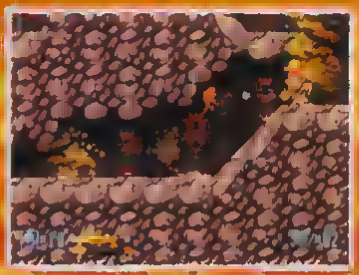








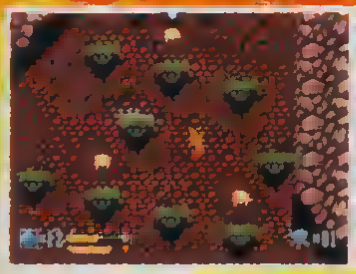


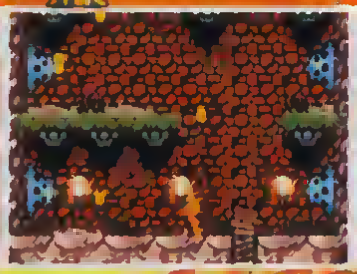


All of thia makes Blaster Master 2 long and very challenging. In Blaster Master style, you can rig your vehicle with hover jets, a drill and assorted weapons. Your human character can even get a jet pack and special weapons.

My only complaint (and it's minor) is aome of the music and the lack of backgrounds in the boss rooms. Other than that, this is an excellent Genesis game in every aspect, and one that adventuroua and patient gamara will especially appreciate. Now, bring on the SNES version!

















Hanna-Barbera SUPERSTARS

THE FLINTSTONES

TAITO
ACTION
1 PLAYER
8 MEG
AVAIL MAR















There's trouble in Bedrock! ... but fear not, Fred Flintstone is on the job, ready to lend a hand to Wilma, Betty, Barney, and Pebbles courtesy of Taito and the Sega Genesis. Taito did not take advantage of this big license and just crank out a so-so game, they obviously took their time and the result is a well thought out action platform excursion. The first thing I noticed when I fired up the Flintstones was how well the actual cartoon is represented. Fred is drawn perfectly and his moves are very fluid. The backgrounds and enemy characters are equally impressive. As Fred, you'll walk, jump, climb, swim, and basically club every thing in sight as you fight your way to the final boss. All the levels in the Flintstones have something new to offer. The Flintstones delivers and excellent action platform game to your Genesis. This game is worth a big looky ... okay I'll say it ... Yabba Dabba Doo!

Somebody finally did the X-Men justice in a video game and, of course, it s Sega. For some reason, I wasn't that excited about this one, probably because most comic book games of late have been anything but great games. So, when I started playing X-Men, I was really surprised.

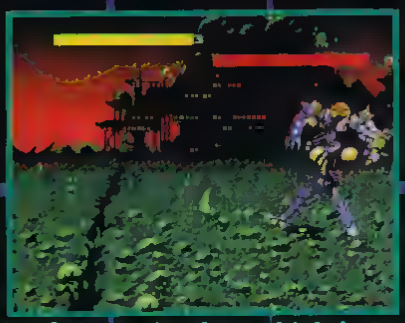
The characters are large and highly detailed, they also move very well and have specialized attack techniques that are easy to execute. For instance; the cyclops eye beam, you can power it up by holding the button and then you can rotate his head 360 degrees. Most of the characters also have a double jump attack similar to Shaq-Fu's Chakan. Actually, its mastering each character and adapting to the right level that will ultimately lead you to victory. I can guarantee that using the wrong character or set of characters will lead to certain death. The coolest thing about the game was switching in and out of the background, as well as the use of Ice Man's storm, Arch Angel or Gene Grey as options.

Graphically, X-Men is excellent with good detail on all of the X-Men and the enemies alike. If I have one complaint, it would be the music, it is o k, for a home grown game, but still not up to par with Japanese programs. So, if you are looking for a good, long action game, join Gambit, Wolverine, Night Crawler and Cyclops and toss Magneto once and for all.

CYBORG JUSTICE

SEGA
FTG./ACT.
2 PLAYER
8 MEG
AVAIL. APR.





I have never been more surprised by a cartridge game then I was by Cyborg Justice, which is to me, the ultimate fighting game, along with an awesome two player simultaneous action game, in one packed 8 meg cartridge.

It all starts when a lone space ship crashes and burns on the planet, its human inhabitant all but dead...except for his brain, which is transplanted in to an organic system. However, the memory erasure procedure doesn't take, and when unit 127 is put in to the general population, he rebels and the search and destroy order is given. Can you and your cyborg escape? Finding out is some of the most fun you'll ever have.

In this game, you can set up your cyborg with several different sets of arms, legs and bodies for a different experience each time you play and great diversity in the one-on-one fighting game. Some arms include flame throwers, saws, lasers and fists, and you can choose pneumatic, spiked, frog, jogging or tank legs. But, the best thing about Cyborg Justice is definitely the animation. Every









character and every move is so fluid that you'll be staring at your screen, drooling...

The graphics snd playability are also excellent. So, whather you're looking for one-on-one fighting or action, Sega's got a game that completely succeeds at both. As soon as you see it, buy it, and if you don't have a Genesis, well.. you're hatin' it.

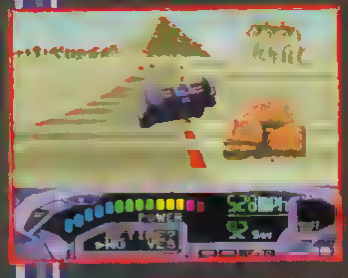
Out Run 2019

SEGA
RACING
1 PLAYER
8 MEG
AVAL. MAR.

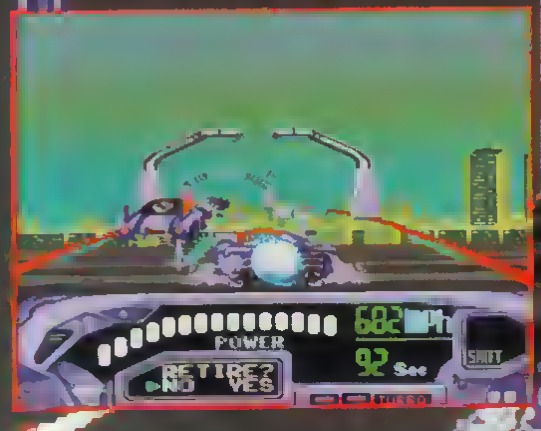










TAITO
SPORTS
2 PLAYER
8 MEG
AVAL NOW

HIT THE ICE

THE VIDEO HOCKEY LEAGUE















I finally get to Hit the Ice on my Genasis with all the head crackin' high atickin' action right out of the arcadea. H.T.I. is the aporta game for people who don't like aporta gamea as it ultimataly turna into more of a brawl than anything alae. Each team of buff muscle heada haa their own special attacks slong with varied power, speed, and ahooting skills. The Geneala version hss huge colorful characters that control very wall snd good playsbility. However, In the veralon we reviewed tha voices were absent. I hope Taito adda tham prior to the relaaae. So let'a get to the gama. Hit the Ice ia extremely fun, eapecially head to head. it's not juat hockey, it'a two on two fighting hockey. Thare's alao aome auper shota dropped in that will send your player flippin' snd alica right through the gosliel So bsaically if you liked the arcade game or your just looking for a good two player aporta slug fest Hit the Ica la tha only game in town. The graphics are top of the line and tha pisyability is excellent. Taito haa done a good job tranalating this one remaining vary faithful to the arcade originsl.



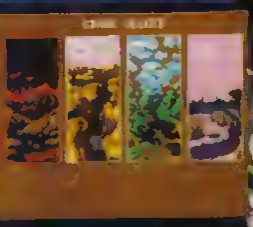






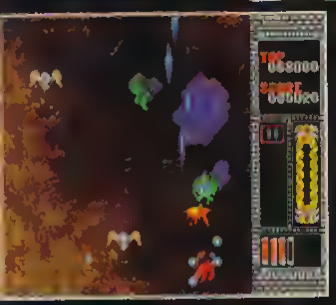
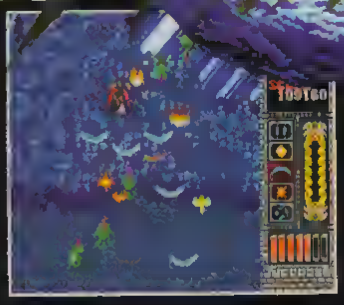






ELEMENTAL MASTER

RENOVATION
ACT/STR.
1 PLAYER
8 MEG
AVAIL. APR.

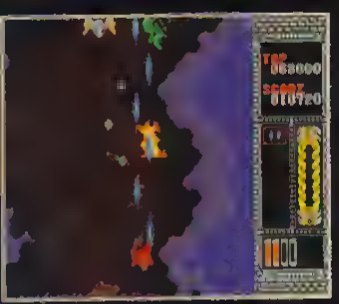


If you've played the Thunderforce series, or Devil's Crush on the Mega Drive, you already know that Technosoft of Japan makes some of the most quality Sega carts around.

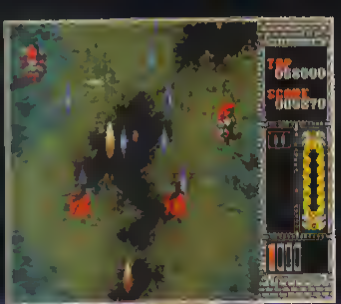
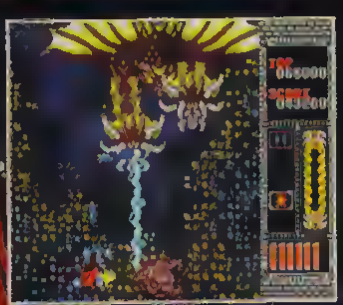
Elemental Maater is one that somehow slipped by, and for some reason, was not picked up for American release ... until now. Renovation has had the good fortune of obtaining this title and is ready to go with a U.S. releaae. Elemental Master ia an overhead action shooter where you will guide a powerful magician through 7 colorful levels(3 of which you will not see until conquering the 1st four) filled with well drawn enemies, excellent special effects and huge, non-flickering, bosses.



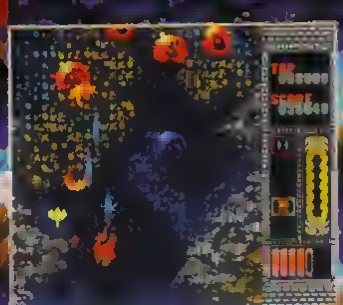
In the Technosoft tradition, the sound on both the music and shot FX is crisp and clear, reminiscent of the Thunderforce collection. Although this is just a preview, I can pretty much guarantee you, this is a game you do not want to miss. It has the playability and lasting power a cartridge game needs to remain in your collection for years to come.









TIME GAL

RENOVATION
ADVENTURE
1 PLAYER
SEGA CD
AVAIL APR



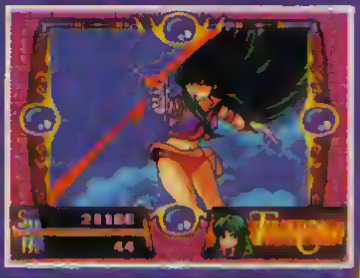


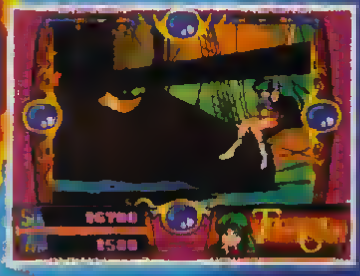




Renovation hee gotten ehold of Tims Gal, end it's on its way to your Sega CD ... Rude, the baddeet villain of the 31st century, hae etolen the only time machine in the world end hee run swsy through time end space. Tims Gsl is the lovsly dsughter of Profeesor Carmon, ths inventor of the time machine, eo she has been time treveling eince ehe wse s iittis giri, thue coming the name, Tima Gal. Because of her many experiences, ths people ssk hsr to trep Ruds. So now, wearing the brand new microsuit(which is capable of briefly stopping time), shs sets out through time in search of Ruda. Games liks Tims Gel sre the reaeon you bought s Segs CD. Wolfteam manipulates the hsrdwere like megic with fast, emooth snimation, excellent color end virtuelly no sccess dslsye. Ws compared ths Sege CD version to s VHS of the originel gsms that Renovetion eent us, end we could not believe how exect it wee. In the tredition of Cobra Commend end Road Avsngers, Renovetion continuee to bring ue the beet from Jepan. We will review the Amsrican version of Time Gel next month.





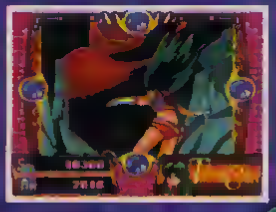








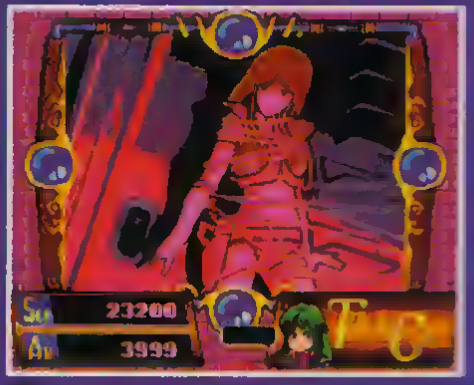


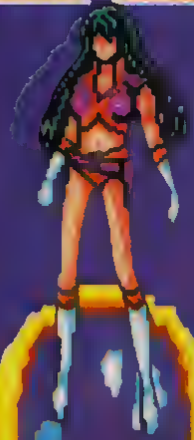










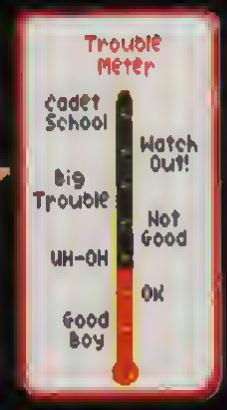


SEGA CD REVIEW
REVIEW BY E. STORM

SIERRA
ADVENTURE
1 PLAYER
SEGA CD
AVAIL MAR.

THE ADVENTURES OF Willy Beamish





Along with CD technology, there's a new breed of game on the horizon. Computer gamers are already familiar with these(which scares me), but we action fighters and RPG guys are in uncharted waters.

It is time to slow down...relax and use your brain instead of your technique. Yes, it's interactive time, where you must make decisions for your on screen buddy and guide him through the pitfalls of life...day, by day, by day. So, have a stretch, grab some supplies and get set to park your carcass for many hours.

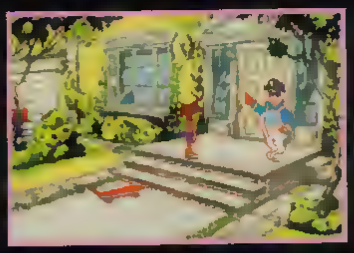
Willie Beamish is a very likable character. I found myself escaping in to the character rather quickly and, in spite of the nauseatingly slow loading time, having quite a fun time. I never thought in a million years that I would like this kind of game. But, the programmers at Sierra have obviously gone out of their way to assure us hours of interesting play with a great cast, an interesting story and some very well drawn and colorful graphics







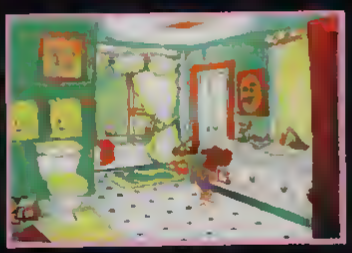










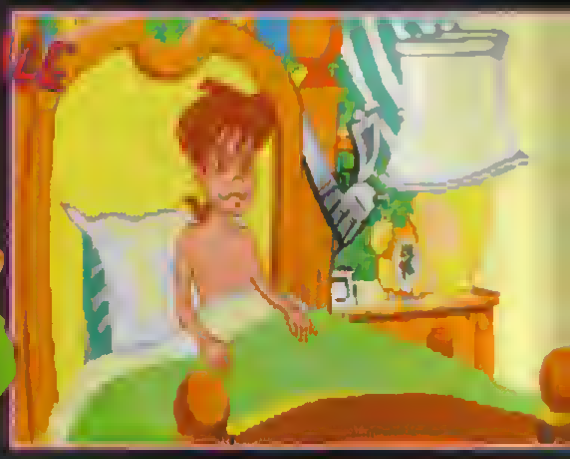


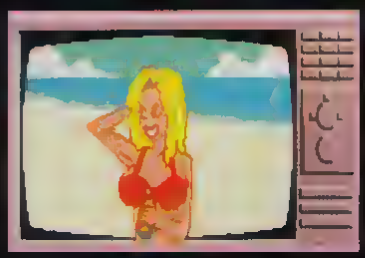












The version I played was early and loaded way too much. If this flaw is corrected, the game could be something special. The object of the game is to keep your trouble meter low and keep Willie out of military school. This is not easy, temptation lurks around every corner. For example, when you push your little sister on the swings, do you look out for her safety, or send her rocketing in to orbit.

Graphically, the orbit thing is much cooler. But, you know there is going to be major trouble if you do. So, save your game, then go back and roast the brat! Whatever you do, make sure you find your way to the nurse so that you can catch a glimpse of her huge you-know-what's. Yikes! I'm in love.

Willie Beamish is loaded with sight gags, intrigue and mischief. So, if you are tired of the same old grind and were smart enough to buy a Sega CD, check in to it and just...relax...















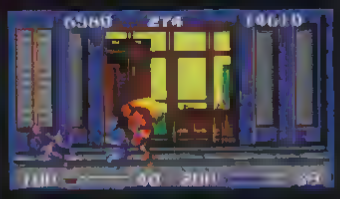
THE NINJA WARRIORS

TAITO
ACTION
2 PLAYER
CD
AVAL. MAR. JPN

















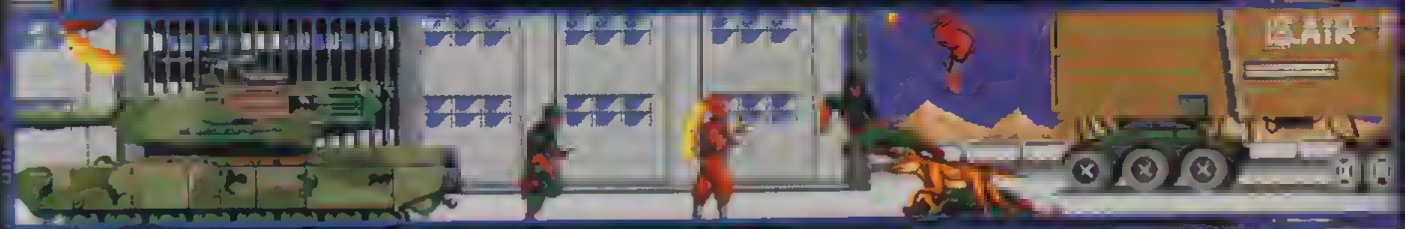








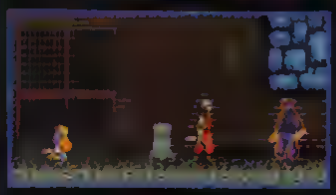
Ninja Warriors haa been on the unknown list for tha paat two yeara in the Japanese Sega magazines. It got to tha point whera I loat all hope of ever seeing one of my favorite arcade games on the Mega Drive. So, when it finally showed up on Mega CD, you can imagina how atokad I wea. Now, not only do I get tha game, but I alao get the awesome Zunteta aoundtrack to go with it.! They've even added an option to selact aithar arcade or arranged music and a cool atill frame movie that explains the mystery of the Ninja Warriors complete with Englian narration. If you're not familiar with the game, Ninja Warriors ia a one or two player game where you control what looks like a ninja, but is actually a machanical doll who, when hit, loses bits of flesh to expose tha inner akaleton. Your doll can welk(backward and forward) and block, crawl end block or walk and alaah with knives. You can alao flip and throw ahurikens. Your anemiaa ara almost completely military(except for dogs and mutants). Foot soldiers, gunnera and tanks attack non-stop from both in front





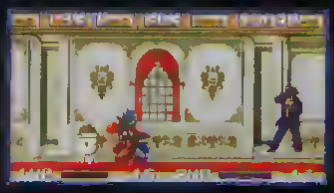
NINJA WARRIORS © TAITO CORPORATION 1988



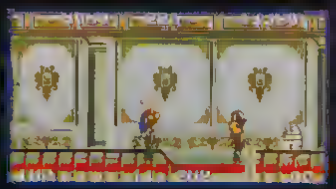


and behind. What makes this all so special, is the two player interaction, the incredible animation and the hard drivin' Zuntata soundtrack. This CD version is practically identical to the arcade game and is, by far, Taito's best work to date on a home system. Ninja Warriors is another rea-



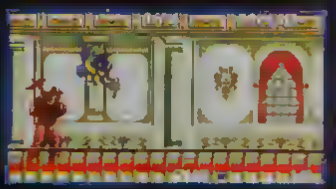




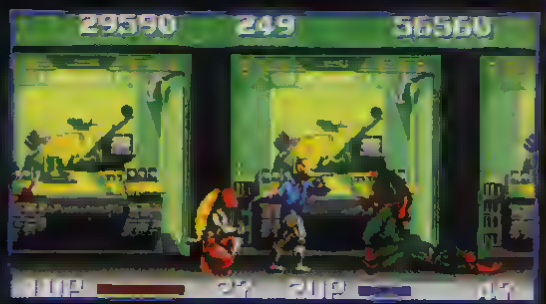




son to shop around for a good deal on a Mega-CD. This is just one of the many hot CD titles that, for now, are only available in Japan, and there are many more coming. Taito's next U.S. CD release is Night Striker, and hopefully Ninja Warriors will follow.









アネット再び
Annette Again

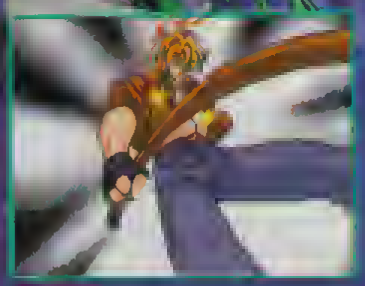
WOLFTEAM
ACTION
1 PLAYER
MEGA CD
AVAL MAR JPN.



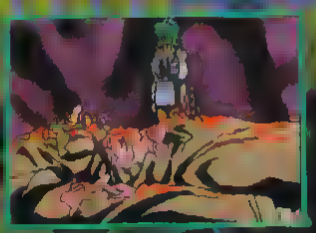
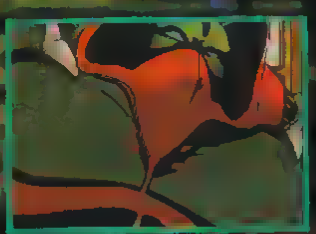










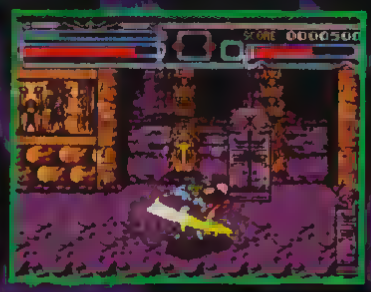
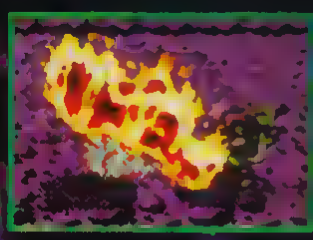




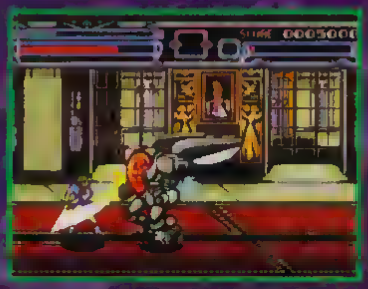
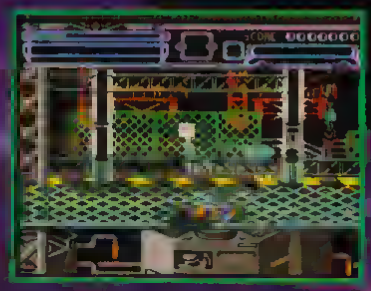
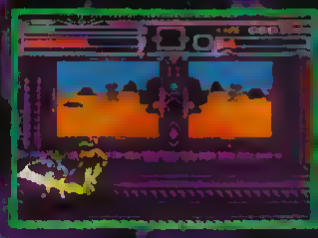
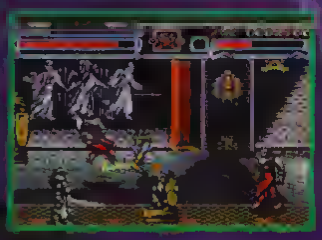
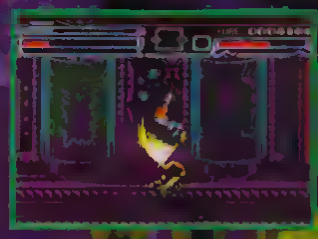
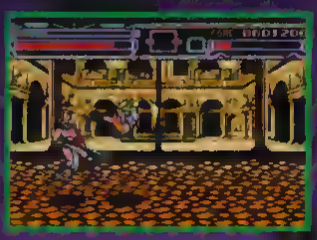


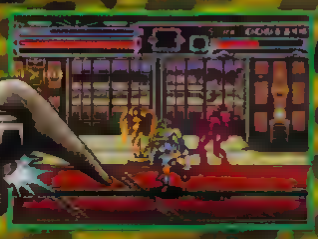
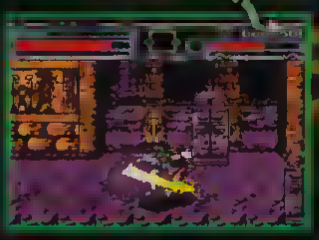
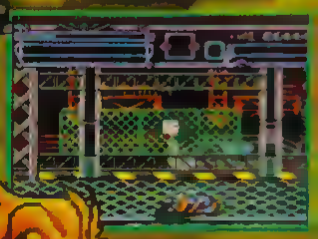


I have to start off this article with a question. Where would the Mega CD be without Wolfteam? ... Probably in the closet. Do these guys ever stop programming? Well, I'm glad they're around and very happy that they've decided to bring us a CD sequel to one of my all time favorite Mega Drive games. El Viento in Annette Again, Wolfteam has chosen a Final Fight/Street Fighter style of Ernest Evans? approach instead of the usual action/platform format. They say this is due to popular demand and market research, so the question is: How do you take the standard kick and punch theme and turn it into something new and different enough to make it desirable? Well ... how about 20 minutes of awesome animation including the



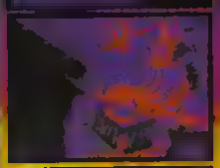






That's a start! They've also given Annette, who is already incredibly animated, a whole new set of awesome moves including a throw, a hyper slash, and a flipping stab just to name a few. The enemies are also impressive, well drawn, and come in a vast range of shape and forms. Other new features are the one on one fighting scenes that separate the levels, and Annette's incredible new magic spell that brings down a huge bending skull that does severe damage to every enemy on screen. Add to all of this colorful detailed multi-scrolling backgrounds that coincide with the animation, and an incredible soundtrack and you've got another masterpiece from Wolfteam. These shots are from our early 60% version, but the finished ROM is on the way so we'll have a full spread with all the levels and a complete review next month. It's time to start shopping for a Mega CD if you don't have one. Look for more Mega CD exclusives next month.

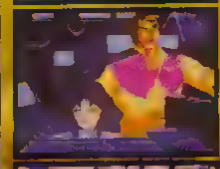
DEVASTATOR



WOLFTEAM
SHOOTER
1 PLAYER
CD
AVAIL MAR JPN





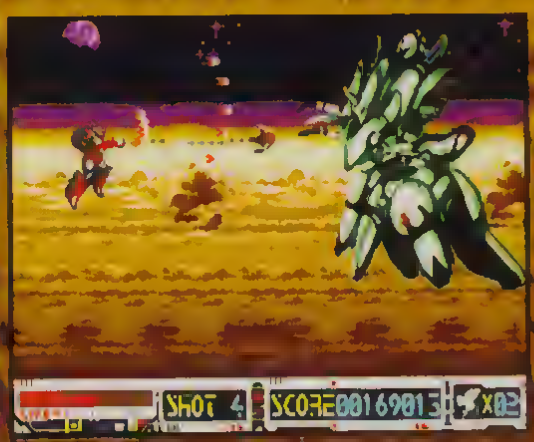



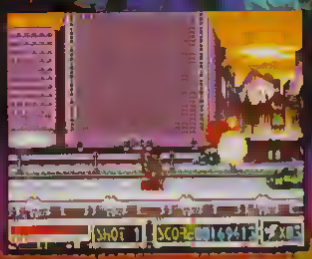



Devestator is a hot new animated cartoon appearing in Japan. Wolfteam started developing the CD game back in August 1992, and completion is near with a February street date. This is only three levels worth of screen shots, including the opening cartoon which is actually frame by frame exact, except for the resolution.

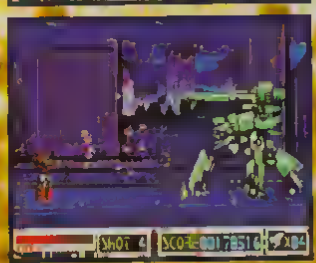
In Devestator, you pilot a massive cyber-suit, shooting and power sliding on the ground and flying through the air.

Even though our CD was a very early version, the music and graphic presentation were awesome, with countless scrolls in the third level and a huge scaling boss in level two. Devestator is sure to be another fantastic effort from Wolfteam. Who, for the first time, bring us a cartoon with our game. Look for a full review in Game Fan splendor next month.







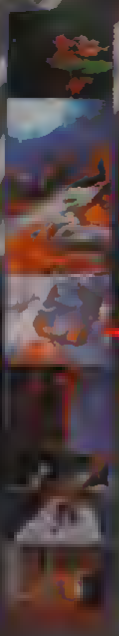









E-REVIEWS



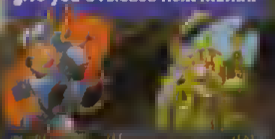




Heimdall by JVC/Core is about 70% complete. This mythological quest uses an isometric viewpoint for realistic 3D and features fully animated real time battle scenes. More next month.



Unfortunately, Sonic CD is now on the unknown list. Kei is checking into this, and will give you a release next month.





Konami's Rocket Knight Adventures (my personal favorite new game) is perhaps the best Genesis game I have ever played. We're working hard to get our hands on this one.



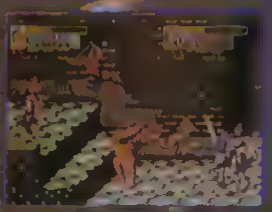
Possibly the most innovative game of '93 is nearing completion, and you know where you'll see the first review. *We're on it!*

Straight from the new hit comic, Majin Sego features 7 levels intense levels along with 7 big modes (which are one on one fighting). A new system was used to make the fighting scenes un believable. Look for a gnarly spread next month!

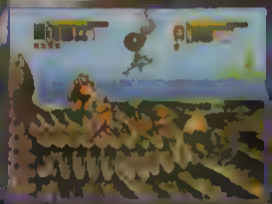








#3 in the Golden Axe series features 4 all new characters, 2 player simul,8 rounds (13 stages total), and a new verses mode. More on this awesome new game next month.









Devil Buster's by Sims is due out this may in Jpn. Even though the story is too evil to tell, it looks like we're in for one awesome action





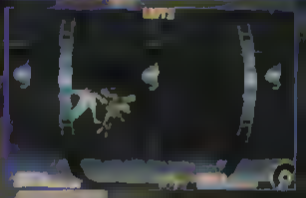


As seen in last month's issue, Ex-Ranza (new name) is almost complete. Look for an awesome spread next month.



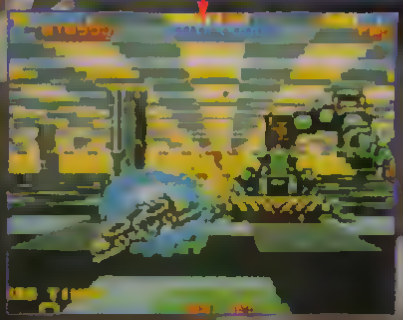
Check out this awesome new level they've added to the MCD version of Final Fight. Also check out (see left) what you know they'll be taking out of the SCD version. FF is due for a March release (Jpn.).

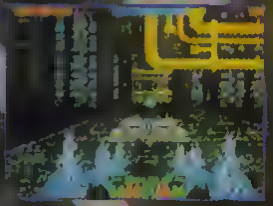


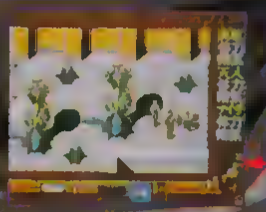




Another one of my favorite games for the Mega CD is almost finished, Night Striker. We are trying hard to obtain a rom for our next issue. Get ready for the ride of your life.

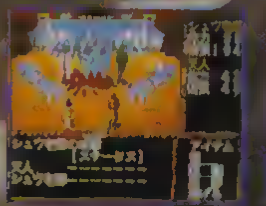


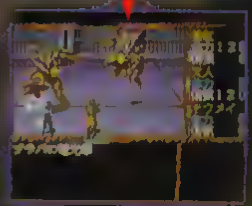




3x3 eyes, is nearing completion and is due out this april. This awesome MCD RPG may be the best ever.

Another awesome new RPG for the MCD is on the way, Illusion City. We will have a full review on this game in our next issue.







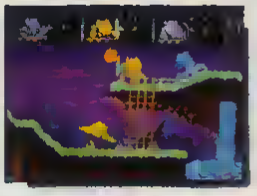
HAVE YOU SEEN

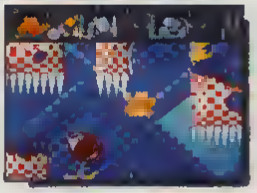


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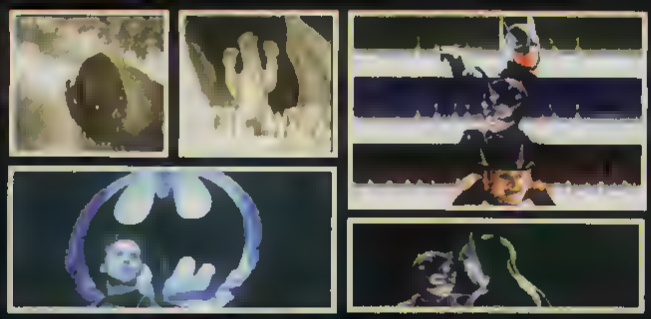
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PLANET SNES



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1 PLAYER
8 MEG
AVAIL MAY





BATMAN™ RETURNS





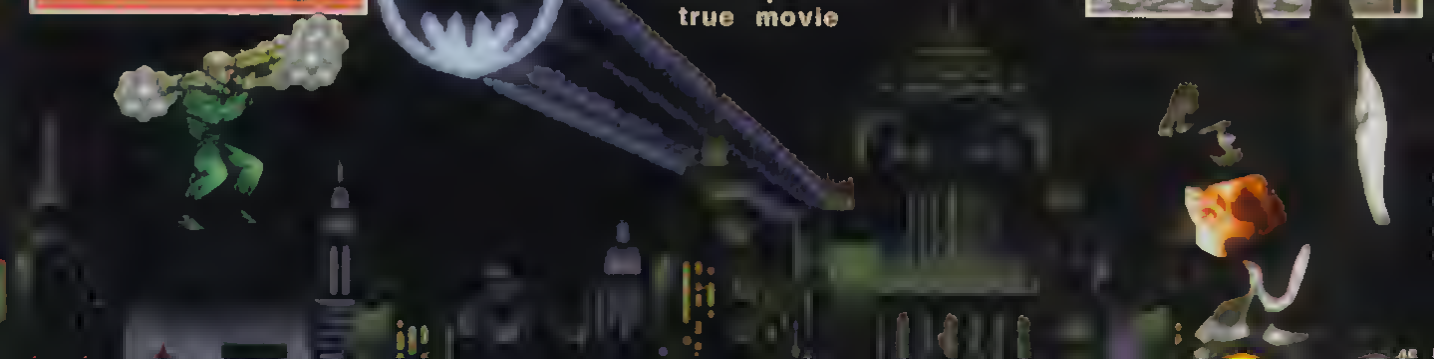


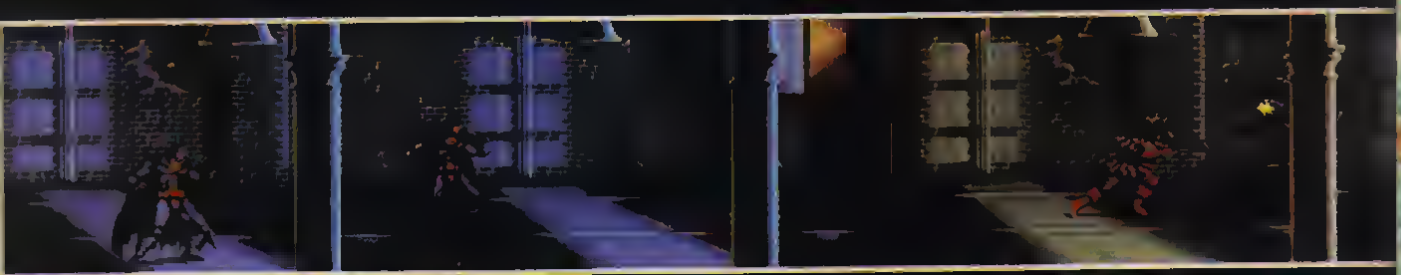




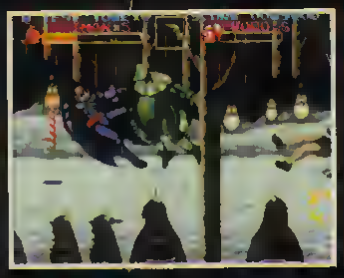
Some people might say "I've had enough of Batman, the movies, the hype, the gemes, the merchandising" ... Well, it's time to SNAP OUT OF IT! Konami's made one, and you know what that means ... Time to go out end buy another great game. No risk, no questions esked. It's Konami. I'd buy this one for the intro alone. Batman Returns opens in true movie

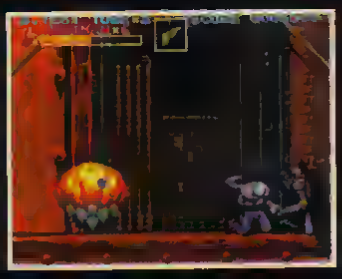




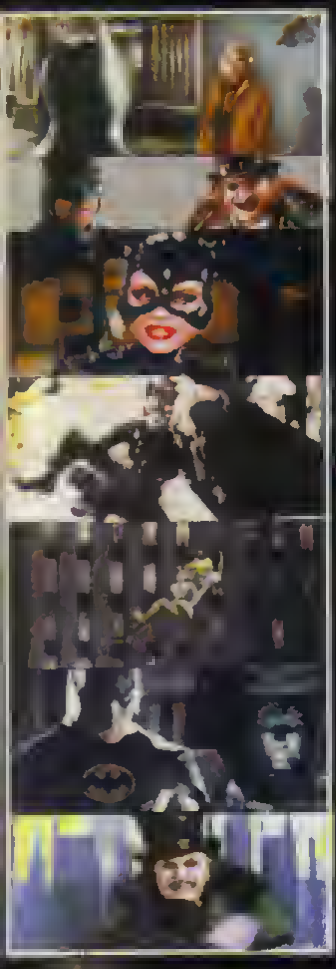














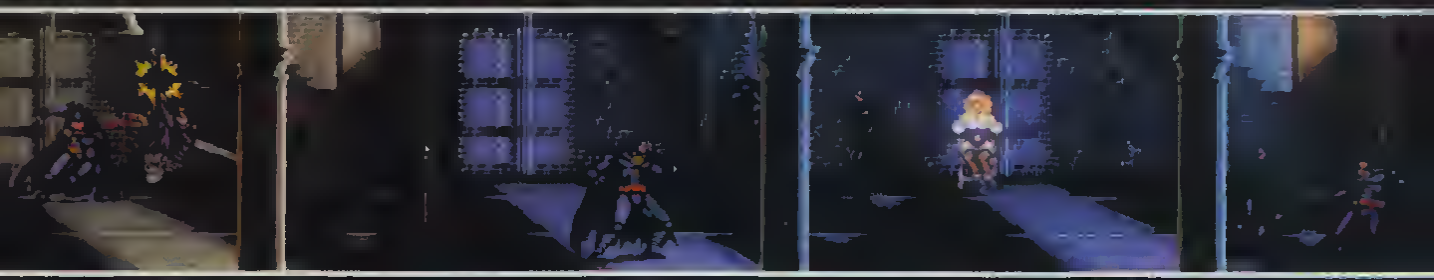
style, with digitized screens, an on screen story line, and some of the best music that's ever coms out of your speakers, But the fun really begins when you start to play. Konami takes the side scroll fighting format to new limits, with huge colorful characters that move smoothly (the Red Triangle Gang never looked so good), and a whole new set of moves that totally break the mold. How about grabbing some punk and throwing him against the wall, thunk! Or get between two enemies and, crack! Slam their heads together, it's all in a good days work for Batman. You also get to hang around with the grappling hook, slam down bombs, and spin/slash with your cape. . . And when you get to level 5, it's time to drive. . . FAST! And shoot. The Bat mobile









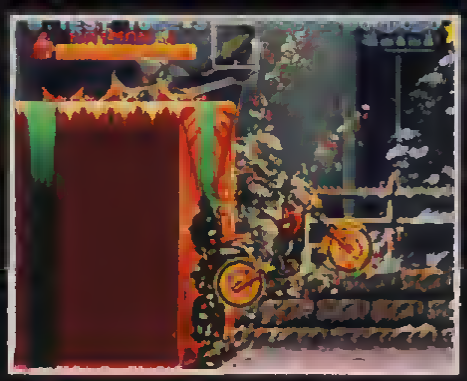


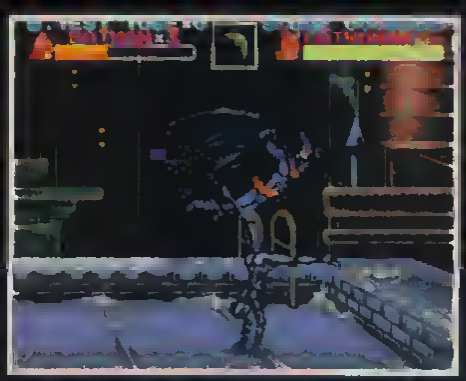














level is awesome. It's very smooth, and even has some great little hills, in mode 7? (how'd they do that?) Basically this is the ultimate Batman game. It's long, it's diverse, it has pheonom graphics, and even Mr. Elfman would be proud of the music. So as soon as Konami shines the bat signal (at a retailer near you), rush right down and pick one up. Batman Returns will disappear quickly. We'll try to bring you another great Konami game next month. Until then.

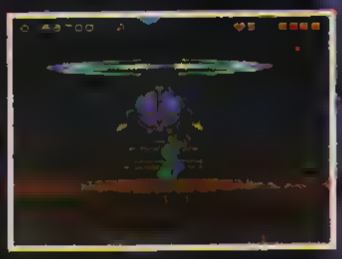
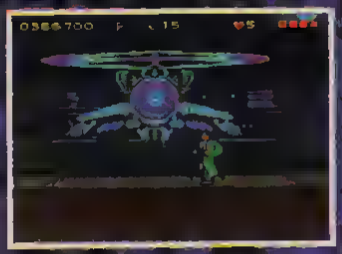
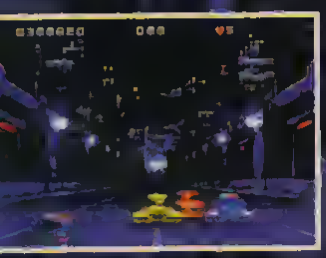
. . Hava fun.



TERMINATOR

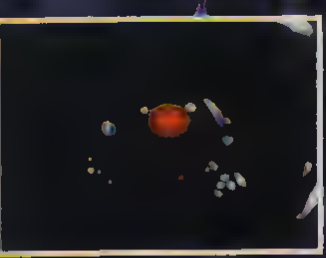
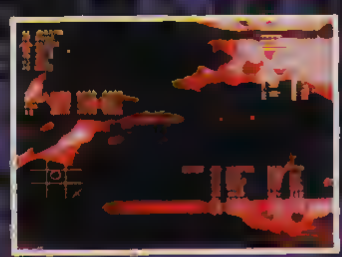
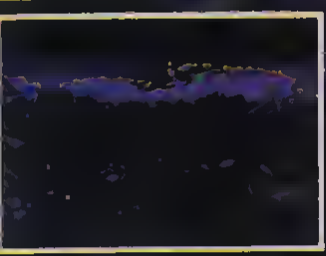
MINDSCAPE
ACTION
1 PLAYER
8 MEG
AVAIL. MAR.

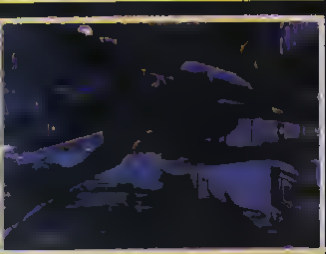
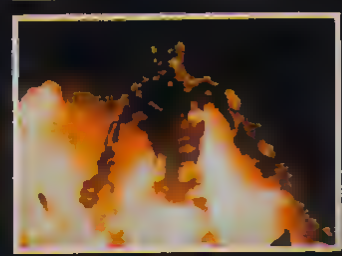






Back in the early daye of Arnold, James Cameron created sn incredible Sci-Fi movie on s smsil budget. I wondsr if he had any idea of the excitement he would create and the amount of licansed products that would atem from his creation. Mindscapes's Terminator is yet another creation based on the movie.

This Terminator opens strong with a great intro (juet like the movie) and a atrong first level. It's dark snd deeolsts with well drawn scto-sksistons appearing svsrywhare snd serla pulsating muaic. Everything is going well ... until level two. It's almoat likad thsy switched programmers hsre. The chsractsr is poorly drawn and stiff snd you find yourssif jumping sround on half laddars sprinkled scross a blsnd brick building. When you do reach the roof you are sttacked by hsli-coptera. Problem is, your charscter is momentarily frozen, left to get hit snd dle. But waitl If you manage to get through sll of this, what's next la sn swesome dri-ving sequence with verticsl wslls that scsle fsst snd smooth.



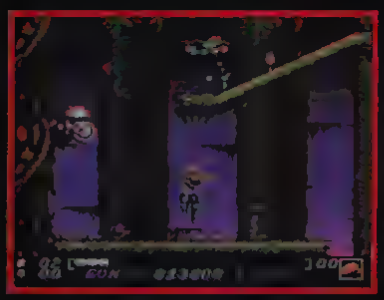
WOLFCHILD







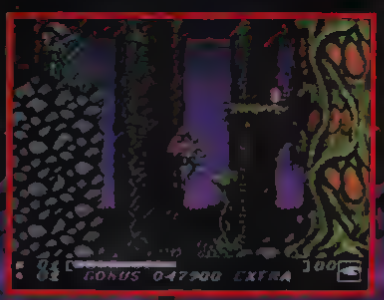




This mighty Sega CD title finds its way to the SNES. Although the music obviously can't live up to the quality found in the CD version, the graphics, In this early version, look better than those found on the Sega title. More color, tons of parallax scrolling and great animation add up to what looks like a strong SNES action game.

The control, at this point, is a little slow, but character control is typically something that the bugs are taken out of later in the design process. No worries, we will keep you posted on development in future issues.

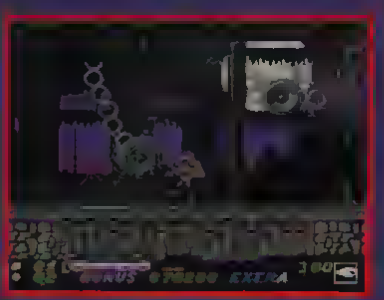




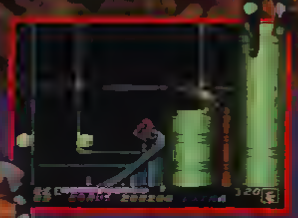


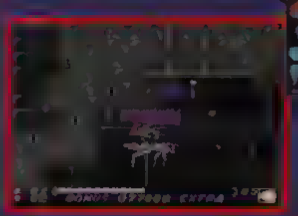




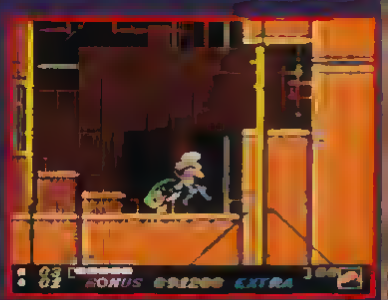












SUPER NES PREVIEW
REVIEW BY DR. JONES

SHADOWRUN

DATA EAST
ACTION/RPG
1 PLAYER
8 MEG
AVAIL. APR.



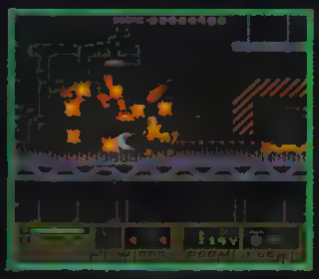
Data East has designed a unique style of role playing game with Shadow Run. The story is set in the year 2050 and the world has become a giant wasteland. Things aren't always what they seem and you must use your judgment to figure out who you can trust and find out why you have become a shadow runner. You play the role of Jake Armitage, a man who for mysterious reasons was killed then resurrected. Now he must scour back alleys, check corporate offices, and regain his memory to find out who's behind his death.

Wow, talk about a plot. The game play view is a overhead 3/4 angle and the game control is easy. Your first weapon is a Berreta so until you raise your experience points you'll be a pretty lousy shot, even at close range. Once you gain enough points or karma, you can use it to sharpen your computer skills, your magic, and a variety of other options. Another important element that makes this game so great is the music. The different sound tracks fit each environment perfectly with pianos and digital instruments. Shadow Run is a game even non-RPG players will enjoy playing. The story is very involving and the action is non-stop throughout the game. As for avid RPG players, this game adds something new breaking away from the norm. Look for a full review next month.

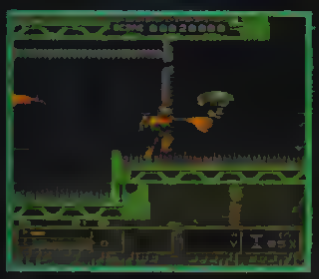


B.O.B.

EA
ACTION
1 PLAYER
8 MEG
AVAIL MAR

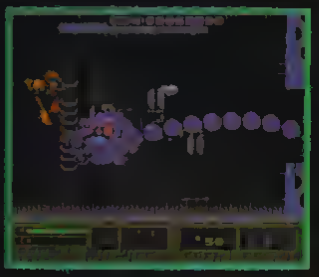


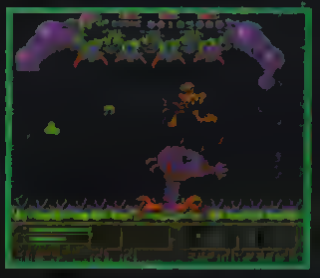


Coming off what wae possibly their best action title ever, Risky Wooda, EA now brings you their new action game for the SNES...B.O.B. When you first get in to thia game, you will undoubtedly heve a smile on your face. B.O.B. himself ie e crack-up. The programmere went overboard loading up thie cute little robot with major personality, including countleee sight gage and sound FX. The graphice and sound are well done with good color and excellent explosions after shooting an enemy. The basic goal of each level ie to find the exit, this is where B.O.B. starts to fade. Each level is baaically a more complex maze with different enemiee and pitfalle. It just gets kind of boring running around trying to find the right items and an exit. Repetition le the problem. There are e few bosses that help liven thinge up, but overall, there just ween't enough to hold my interest all the way through. I do think, however, that B.O.B. doee heve an audience out there. gamera who like aolving puzzlee may find thia game to be the ultimete adventure. One thing is for aure, B.O.B. himeelf is an excellent character...aequel, maybe?



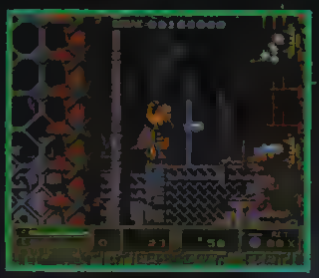


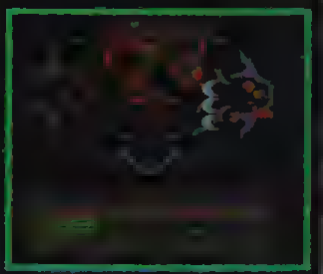












HARLEY'S HUMONGOUS Adventure















Are you ready to shrink down to the size of a cocka-roach and kick some butt? If so, go out and find Harley's. If you're in to action platform games, don't pass this one up. What really stands out about this one are the character graphics and animations. Harley and the enemies alike display the best claymation FX I have seen to date on a home system, and the huge rat boss (who appears throughout in different forms) is one graphic that will have you slammin' the pause button. Harley's is also laid out extremely well and features excellent diversity in levels to keep you going all the way through.

The tunes may get a little repetitious, but overall, Harley's is a very worthwhile adventure. So, sharpen up your jumping skills, and experience Harley's HUMONGOUS Adventure.







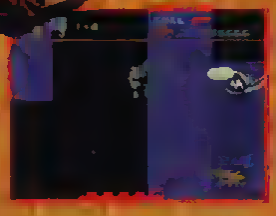




















ACTION
1 PLAYER
8 MEG
AVAIL. 2nd Qtr.

Super Widget



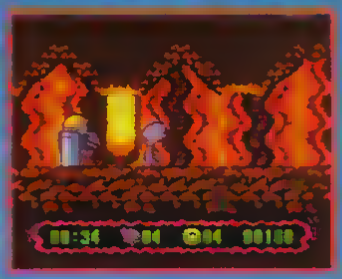








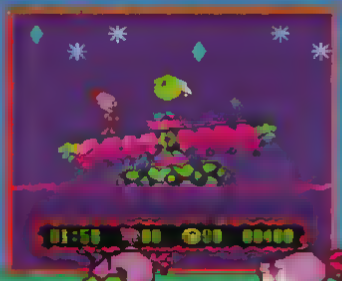








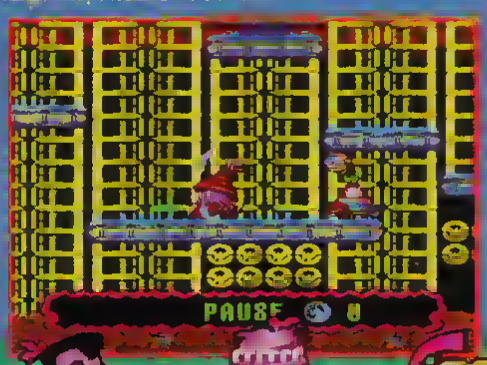




If you're familiar with cartoons, I'm sure you know all about Widget, the little purple alien with more morphs than a T-1000 and a heart of gold.

In this all new SNES adventure (coming soon), you will guide Widget through tons of colorful levels, both above and below ground, while annihilating the galactic goof-balls in an effort to stop the growing evil on earth and graduate from apprentice world watcher.

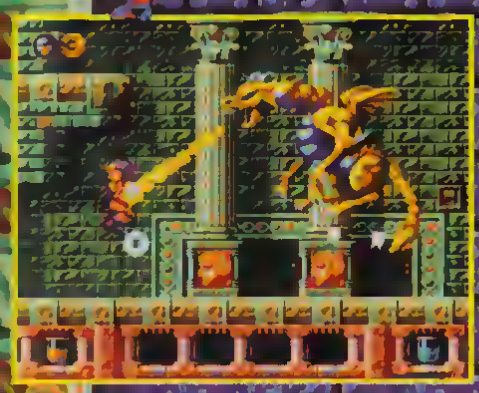
What immediately stands out about this one is the incredible amount of variation in the character. There's Muscle Widget, Air Widget, H²O Widget, Speedy Widget and even more widgets in between! This should keep the game interesting and make for a good replay-ability factor and, judging from our sneak peek, this game has got the graphics to go far. Look for more on Super Widget in future issues

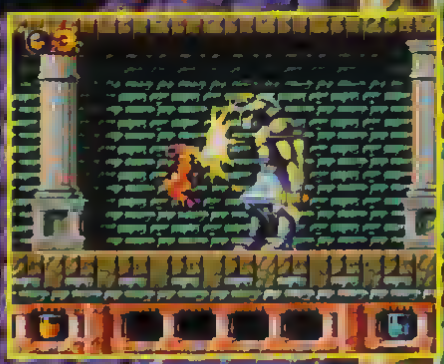


GODS

MINDSCAPE
ACTION
1 PLAYER
8 MEG
AVAL NOW

When I first got Gods for my SNES, I thought "Cool, I can do a little comparison with the Genesis version and no problemo on writing my review!", but things didn't quite work out that way because they're identical. The only difference was that the SNES has better sound effects. So, I guess I really have to use my brain on this one and write something meaty. The Bitmap Brothers have a distinctiveness about their graphics that gives all their games a unique feel. Gods is unquestionably one of those games. Gods has just enough challenge to satisfy me that I haven't wasted 50 bucks on a game that I'll solve in one sitting. Gods not only requires that you be an adept action/platform player, but you must explore each world thoroughly to go on to the next, and the bosses are to die for. (humor) As you can see they are drawn extraordinarily well, but wait 'til you see them animate! Pure bliss. I can hardly wait to see what's in store for us in the future from the BB.















JALECO
ACTION/STRATEGY
1 PLAYER
8 MEG
AVAIL MAR.

KING ARTHUR'S WORLD™





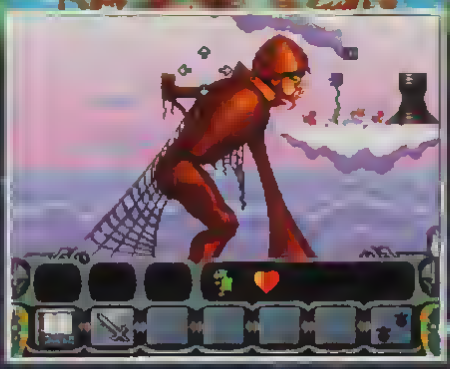


On a quiet hillside over looking a small town, King Arthur set out to build an army. Recruiting local villagare to provide him with an infantry, he moved from town to town gathering troops for the long battle ahead. He needed to find archers, builders, bombers, and wizards that would follow him into death or victory. King Arthur's world is quite a unique gaming experience. Involving elements of strategy and action along with a mouse option, you must conquer each level and guide your troops safely through each map. Argonaut has provided us with a few things that most SNES games can't offer, a mouse environment (which really helps), a sound (which really kicks!), and extremely long and challenging levels that will have you so involved in the game that you won't want to stop until you've cleared "just one more level." From villages to huge underground caverns, King Arthur's Quest has beautiful, detailed graphics, smooth animation, and huge bosses at the end of each world. So if your looking for a unique experience, King Arthur's Quest is definitely worth a look.













SUPER FAMICOM REVIEW
REVIEW BY E. STORM

KITARO'S ADVENTURE





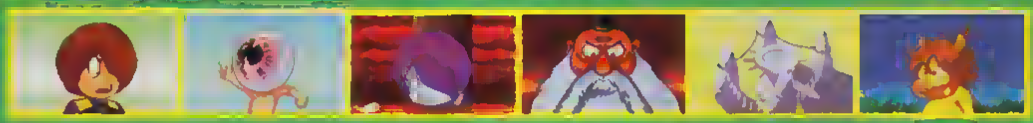








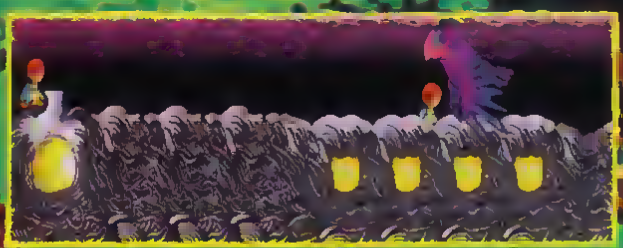
BANDAI
ACTION
1/2 PLAYER
8 MEG
AVAL NOW JPN.



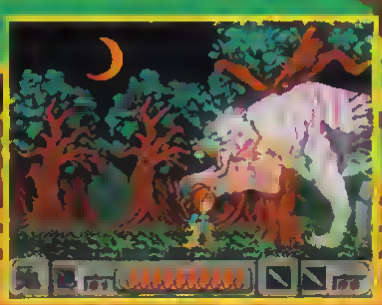


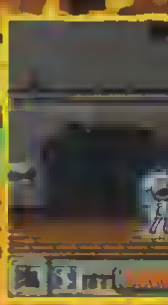
Are you ready for something completely different? How about a kid with one eye and a tiny companion with an eye for a head that lives in his hair? Enter Kitaro. Kitaro and his father live in a ghost house full of mutants (makes sense, the guy in Kitaro's hair is his dad). In fact, they are mutants. Anyway, one day they receive a letter from the future (1999) from Kitaro's future girlfriend ... are you following me? The letter tells of Kitaro's death, so now he must find the portal to the future and save himself. Tell me the guy that wrote this wasn't smokin' pint!

Regardless of the story, Kitaro's Adventure is really













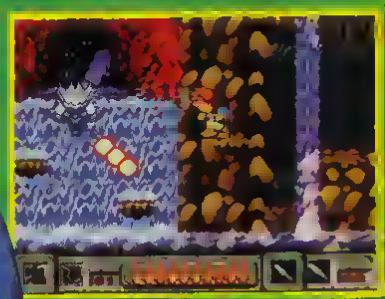
s pretty good game with phenomenal graphics and absolutely no trace of slow down or flicker. The only downfall is the game's structure. In each level you basically defeat two guardians and then face the boss, trouble is, there's not much in between. So, the levels, though numerous, are kind of short. Even with this shortcoming, however, Kitaro's Adventure is a fun game with excellent play mechanics and tons of challenge. So, if you're ready for a freak fest that breaks the mold, head back to the future with Kitaro's Adventure.

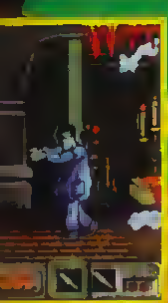


















MUSYA

SETA
ACTION
1 PLAYER
8 MEG
AVAIL NOW













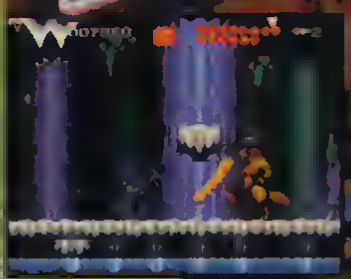


Seta has decided to give us gamer's in the U.S. a taste of the orient by bringing out their unique action platform title, Musya. This is definitely not your run of the mill action game as it hoats a dark Japanese theme with a haunting sound track, truly unique enemies and bossea, and a pike wielding lead character who ia reminiscent of a Samurai warrior and wields some powerful magic apells. The backgrounds in Musya ara very original, ranging from eerie cavea to bone laden battle fields, and they are highly detailed. As far as difficulty and length, Musya delivers on both counta. So the deciding factor in Muysa becomes the atrange graphica and the slow pace at which the game moves. This is not fast action, but alow meamerizing game play that requires a lot of patience to remain intereated in and reach the games high points, which are the last few levels on your 2nd way through (after beating the first levels you are sent back to the beginning and must go through again to reach the new levela). Overall Musya is an intereating effort, that because of it'a uniquenesa will most likely appaal to the game player who has everything.





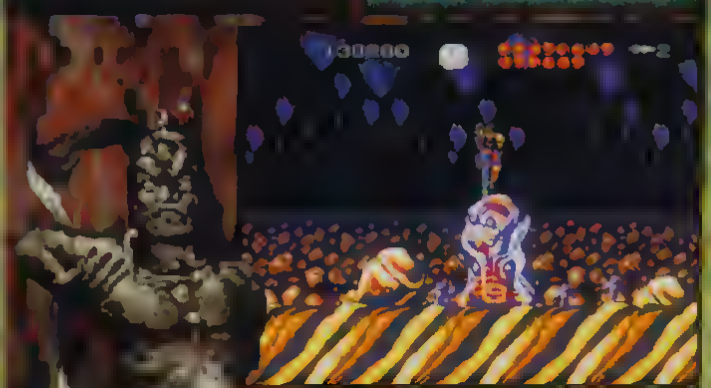










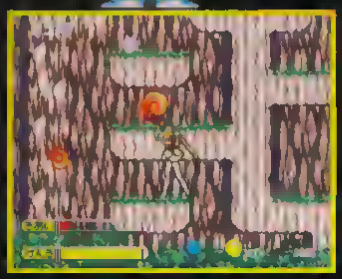




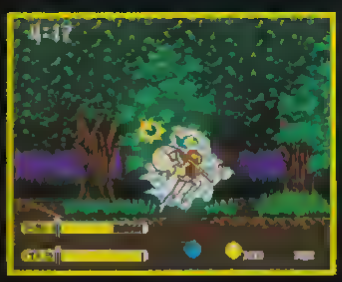


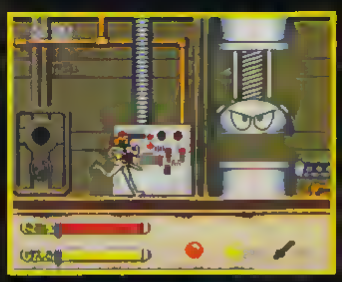
Kendo Rage

DARK POWER
ACTION
1 PLAYER
8 MEG
AVAIL NOW JPN.

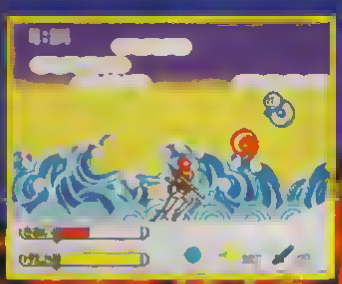
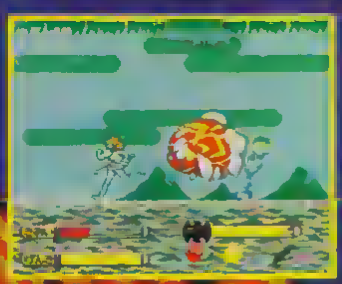
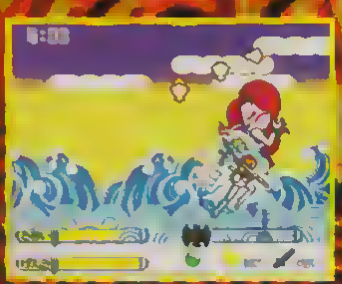


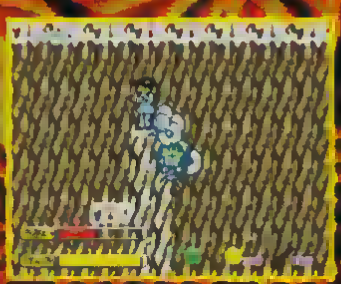
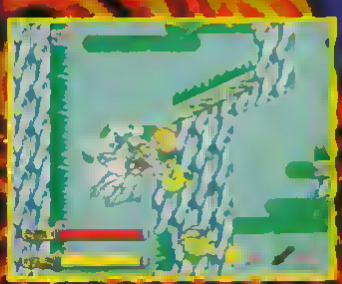






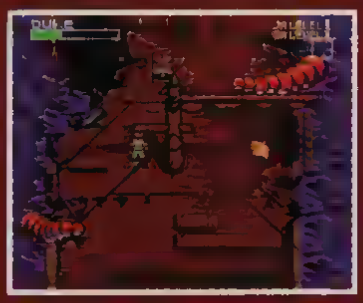


Are you looking for something different? Well, if so, have we got a game for you. Kendo Rage is definitely very unique for a side scroll action title. All the usual elements are here; special weapons, power-ups, platform jumping, etc., along with some very unusual stuff like truly odd bosses, kooky swimming levels and getting on a bus at the end of each level. The playability is very good and the graphics are well drawn and colorful. The only drawback is that the whole formula is just kind of boring, unless, like I said before, you are looking for an obscure import to add to your collection.

There is an American version of Kendo Rage in the works and, hey, with a few cosmetic changes, this game could turn out to be a worthy SNES title. We'll keep you posted.





WOLFTEAM
RPG
1 PLAYER
8 MEG
AVAIL MAR JPN

NEUGIER

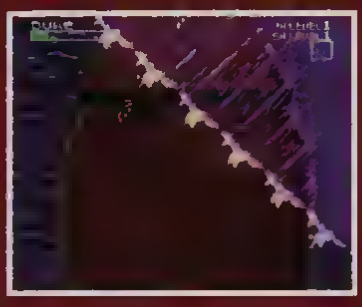


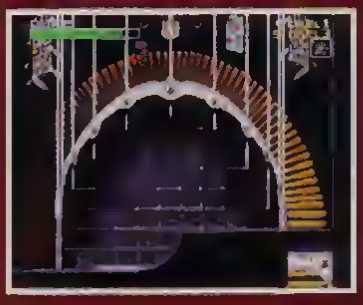


Onca again, wa raise the Wolftaam flag...But wait, thia isn't Saga, its Nintandol Yea, tha long overdua 1st game(that we can play at leaat) from Wolfteam ia coming aoon. It'a an action/RPG callad Naugier(Nol Gear), and it's really something apecial.

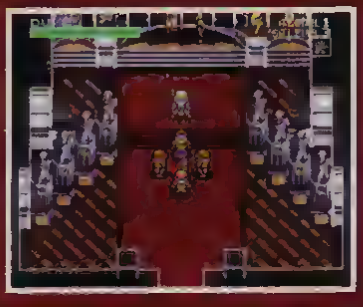
Wolfteam ia known for innovative programming and naw ideaa, ao thay've taken a tried and trua formula and addad some new ilfa.

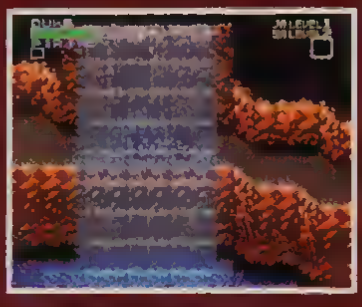
In Neugier, your lead charactar, in RPG atyla, runs and awinga a aword, but this guy alao jumpa, not just acroaa thinga, but up and down aa well. Thia gama ia built on on two plains, so you can fall into and arise out of the play field. Our haro alao carriera a grappling hook and WT has found many waya for him to use it. You can hook an item, drag it around or awing it into a wall to diacover ita contents. You can also hook on to platforma floating high in tha air, and rael them in. In fact, mastering this techniqua is mandatory in the many intenae jumping sequancaa throughout tha game.

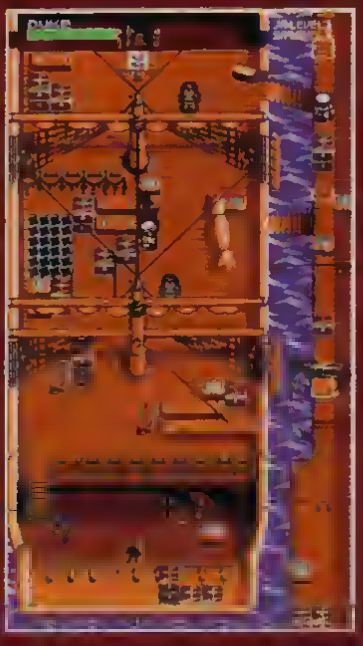


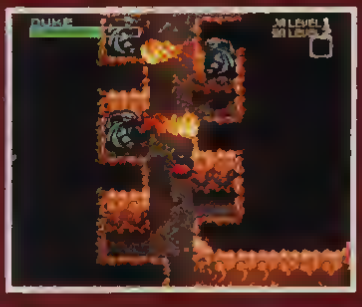


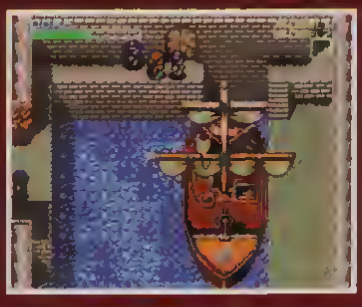








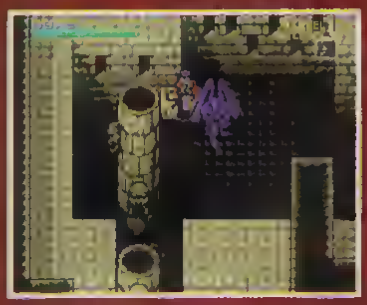


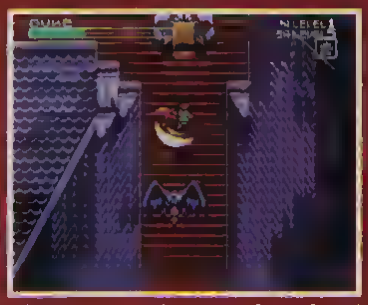


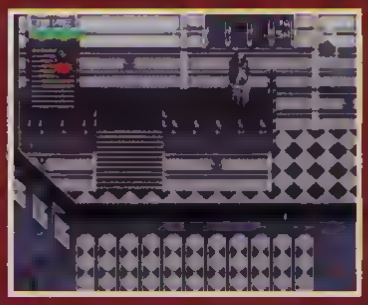
1993 TELENET JAPAN/WOLFTEAM



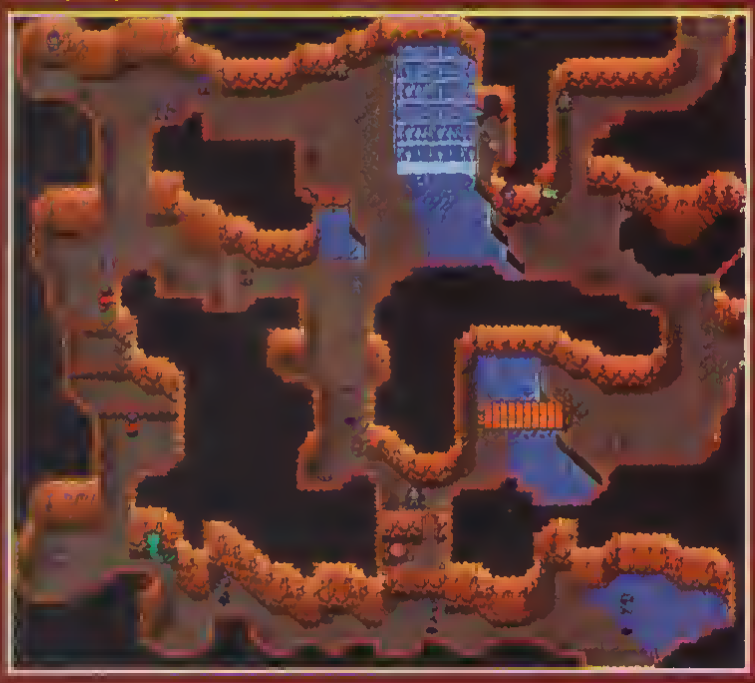






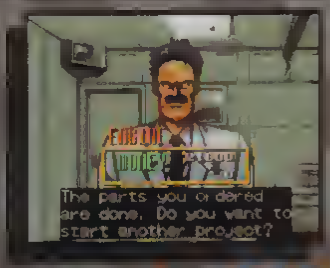


Tha othar major standout in our aarly varaion is tha music...maatarfuli There ia aiso aoma incradibie animated characters and, of coursa, a great atory and awesoma graphica. Woiftaam has done it again, thia tima on the Super Famicom. i wonder what'a next ? Whatever you do, don't let Naugier paaa you by.





F-1 EXHAUST HEAT 2



SETA
RACING
1 PLAYER
8 MEG SDSP
AVAL MAR. JPN



MOON CITY



WHITE NIGHT



GREEN HILL



DARK FOREST



DESERT SNAKE



HIGHLANDER

Strap yourselves in folks, the programmers at Seta have been hard at work and they have fine-tuned your Super Famicom/SNES to perform at ultimate speed. Welcome to the fastest sequel in the history of video racing; F-1 Exhaust Heat 2. As many of you know, Seta has developed a DSP (Digital Signal Processor for you non-techies) that buzzes along at a 21 MHZ clip. F-1 Exhaust Heat 2 is the first game to take advantage of this new technology and the increased game speed that the DSP allows becomes evident the moment you power-up and



DAWN CHORUS



RED MAUB

Licensed [illegible] 1993 SETA



BLACK STONE



METAL RABBIT



MAD POINT



LASER BLASTER



WILD BEAR



GREAT SETA

start the game. The speed in this game is mind blowing. At times there are up to 15 cars on screen at once with no slow down and the game moving at a break neck pace. F-1Exhaust Heat 2 offers players a chance to compete at 3 difficulty levels; Group C with a fantasy vehicle and F-3000 and Grand Prix, which allow you to compete in Formula 1 style machines. The first 2 levels have 8 courses each, with the Grand Prix level having all 16 Formula 1 courses represented. The game is from a behind the vehicle Mode-7 perspective that is very similar to F-Zero.



PARADISE



PIT STOP!



THE ULTIMATE TALKO TIP: Take the Talko-man's advice on this one, go to the Grand Prix stage and build up your earnings, resisting the temptation to upgrade your vehicle along the way. If you do this, you will be treated to speed that will make your eyes water. 'Nuff said, play the game...

SUNSET HORIZON



AUSTRALIA



BELGIUM



BRAZIL



CANADA



FRANCE



CHALLENGE THE WORLD



GERMANY



GREAT BRITAIN



HUNGERY



ITALY





JAPAN

As compared to the original title, the sequel is a quantum leap forward in video racing. For example, the cars that looked like little Matchbox(tm) cars in the original have been replaced by large, well defined machines that move effortlessly through the game's 32 courses. The programmers at Seta have taken the extra time to make sure that details like the aggressiveness of the computer drivers and the modeled G-Forces of the different tracks were taken in to account. All of you racing fans out there will be stoked by this title. The hardware geniuses at Seta have created software that belongs in the center of every arcade maniac's winner's circle.



MEXICO



MONACO GP



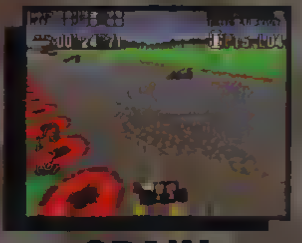
PORTUGAL



SAN MARINO



SOUTH AFRICA



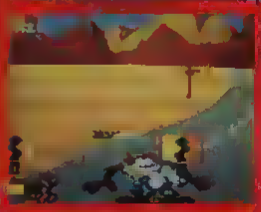
SPAIN

SUPER NINTENDO PREVIEWS



Check out this new fighting game. SD Flying Warriors is the super sequel to Ultimate Fighter and it looks really fun. With tons of moves and cool little characters, Culture Brain has finally made a good game. Look for it around april in Japan.



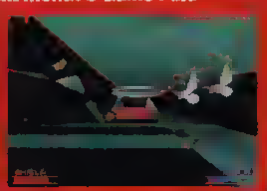


One of my favorite games at the recent CES, Tazmania will make it's way into Game Fan's pages next month. Get ready for one of the funest and most unique games you've played in a long time. There's great graphics, huge hills, oncoming traffic, and even the she devil. Hey Taz is just hungry. Find out more next month.



This month we received so many letters regarding Starfox that we thought we'd show you some more. Can you feel the awesome power of the SFX? We can, and so will you! We'll be bringing you a LARGE review on this excellent game in next month's Game Fan.











The long awaited Final Fight 2 is on it's way to the Super Famicom. The sequel to Final Fight incorporates two new characters not found in the original, and of course, the mighty Hegar. And it's 2 player simultaneous! Wow, I can't wait for this one.





Capcom's Breath of Fire. . . You know it's going to be awesome. More next month. . .





Remember Air Diver? well the Super Famicom version should blow it away. Super Air Diver Incorporates Nintendo's new DSP to give you scaling that will make your stomach turn. We'll keep you posted on the development of this cart.









All right! A new Konami shooter and it's not Paradius. Straight out of Japan's arcades, it's Twin Bee. An awesome 2 player simultaneous shooter where you can not only shoot your opponents, but punch them too. Major scrolls here, and of course awesome Konami music. Full review next month.

Championship Joystick

Finally! An Arcade Joystick For Your Super NES !



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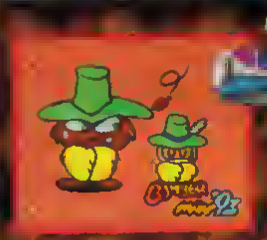
Dealer and Distribution inquiries are welcome

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PREVIEW BY K. LEE



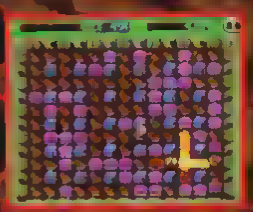
BOMBER MAN '93

NEC AVENUE
PUZZLE
5 PLAYER
4 MEG
AVAIL MAR





There'e a great game coming out for the Turbo Duo and it doesn't need spectacular graphics. It doesn't need incredible sound and the play control is rather basic. But then again, it doesn't need to be anything more than what it is. Even the theme of the game is quite silly. There is one big reason why it is such a good game, it's fun! and it's addictive. It will make you swear and if you play with more than one player it will make you want to get revenge. It's Bomberman '93. Any time I play Bomberman my friends want to join me. That's another great feature. You can play up to five players simultaneously, and when that happens you can be sure that the trash talking and the bold predictions won't end any time soon. In this new version there are some brand new levels with more warps and cool rotating traps, and I'm sure that the reappearing barriers will keep you on your toes. Overall I'm sure that if you give Bomberman '93 a try you will find a game that is loads of fun and will make you say "I am Bomberman".





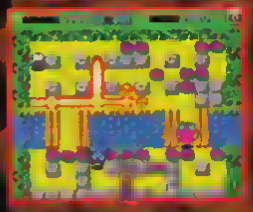














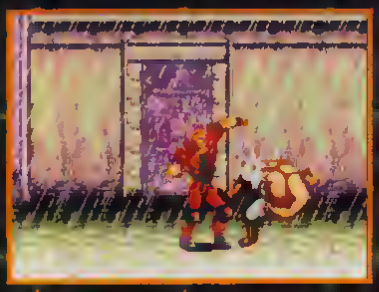






Riot Zone

HUDSON
ACTION
1 PLAYER
CD
AVAIL JUNE

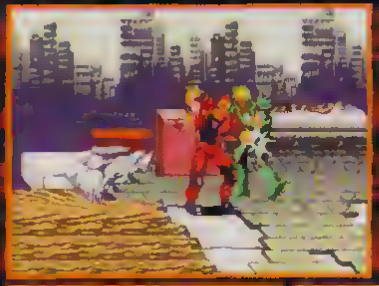
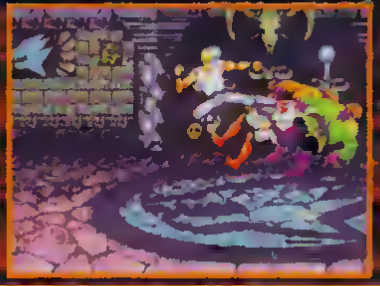




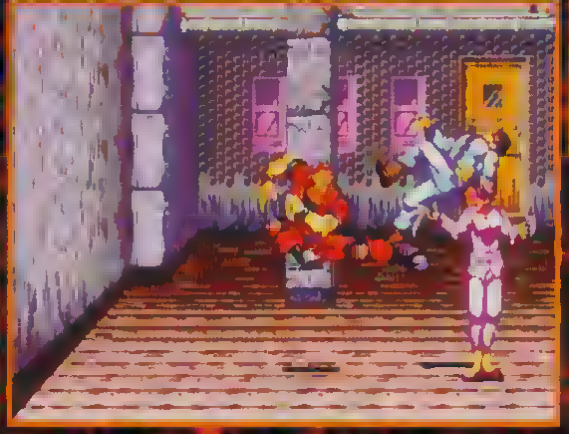




If you own a Turbo Duo and you anjoy fighting games, you may have felt left out aeaing the other aystams gatting all the cool ona-on-ona and sida scrolling action fighting games. Wall today's your lucky day, Riot Zona is on it's way to the Duo. While we can only give you a preview because the gama is unfiniahad, what we saw looked very promiaing. Done in the spirit of Final Fight and Streata of Rage, Riot Zone promises to be a hot commodity for Turbo fans everywhare. You can pick from ona out of two players (aimilar to Final Fight on tha SNES) and each character has there own strengtha and weaknesses along with special moves. They are also wall drawn, animated, and colorful. Riot Zone faatures larga charactera, backgrounds with a lot of variaty and color, and rock music that really jams. There are



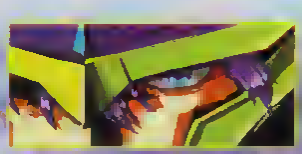







unique bosses and plenty of enemies, and in this game, it seems that the females are here to stay. There are a limited amount of continues and you have five men per credit. Riot Zone is one of the many new generation Turbo Duo games to keep your eyes peeled for. Look for us to do a complete review in an upcoming issue.
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$11000
POINTS
NTED
$14000
POINTS

LORDS OF THUNDER™



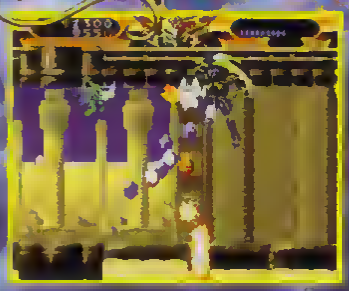






TTL
SHOOTER
1 PLAYER
SUPER CD
AVAL MAR











Duo owners are in for a big surprise with the sequel to Gates of Thunder, Lords of Thunder. This game will blow you away! Owners of the first title will remember that the original had some of the best music ever heard on a Turbo/Duo title. Well, LOT is even better. The music is so intense that you will think you're listening to a new Van Halen CD. Yuzo has got some heavy competition here.

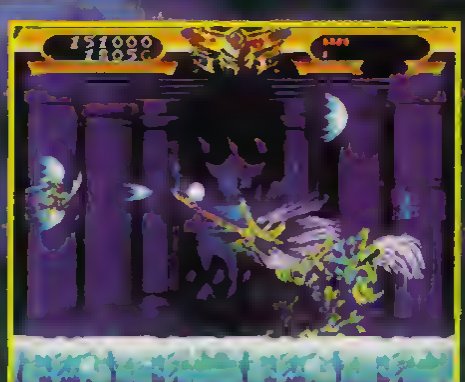


As for the graphics, they are first class all the way. The color and detail is remarkable. Especially when you consider the hardware limitations of the system. Play-wise, you are in for a battle of epic proportions. There are so many levels and boss characters in this game that, after awhile, you begin to lose count. Lords of Thunder scores a solid "9" on the Palm Sweatometer and definitely deserves a position in the Shooter Hall of Fame.











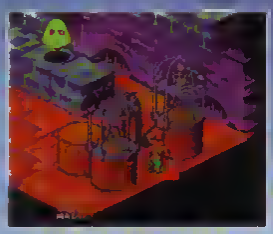


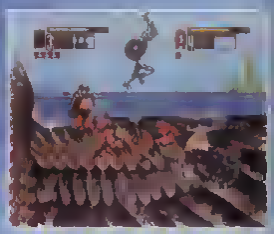
Bonk's back, bigger and better than ever, and this time you have the option of playing with two players, cool, huh? In Bonk 3, you get the same level of high quality graphics and music that you have come to expect from the Bonk-man. There are really no new surprises, no parallax scrolling, not much of a variation on the Bonk theme and essentially the same graphic presentation. The most exciting option you have in Bonk 3 is the ability to turn in to Kong Bonk and Super Tiny Bonk. Kong Bonk has to be seen to be believed, he is one of the largest controllable aprites ever seen in a video game. Although I found the game to be a little on the slow side and Bonk 3 provided no new challenge, Bonk fans will not want to miss the thrill of guiding their king-sized hero through this new adventure.

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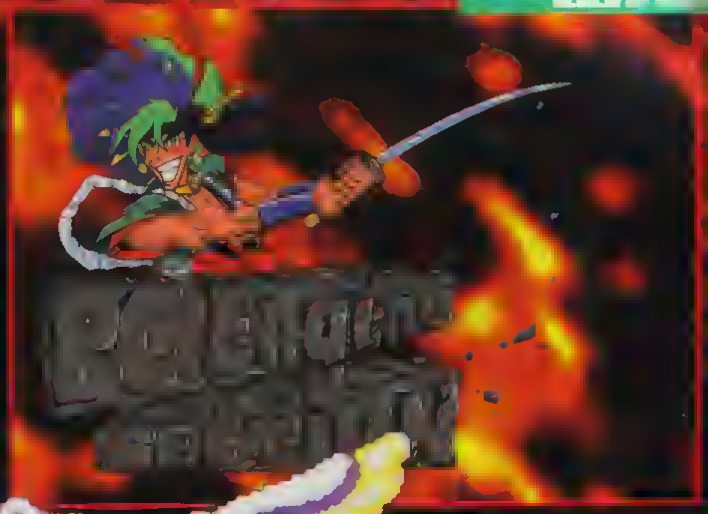
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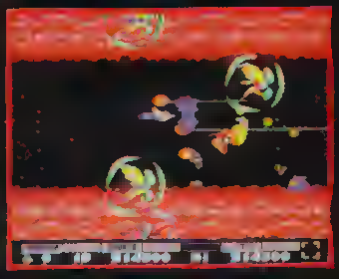






PARODIUS





The PC Engine version of the popular Konami arcade classic, is breath-taking. As the first 8 meg card, and the first Konami game to appear on the PC Engine, this is a dead on, direct arcade transiation. The graphics are excellent and the cartoony characters are everything you would expect from quality game design.

There are about 9 stages taken from all previous Gradius games, but with tons of humor, not plain oid boring bosses and backgrounds. The music is aiso funny, with some of the best music to come out of a PC Engine game, ever.



All in ali, if you like Konami's Gradius series, and are in search of a good shooter, Parodius is the definite choice!





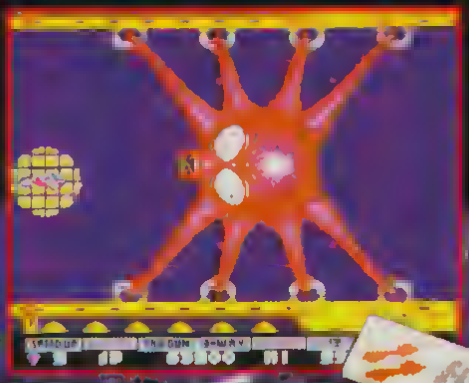
















(HORROR STORY)



NEC AVENUE
ACTION
2 PLAYER
CD
AVAIL FEB. JPN















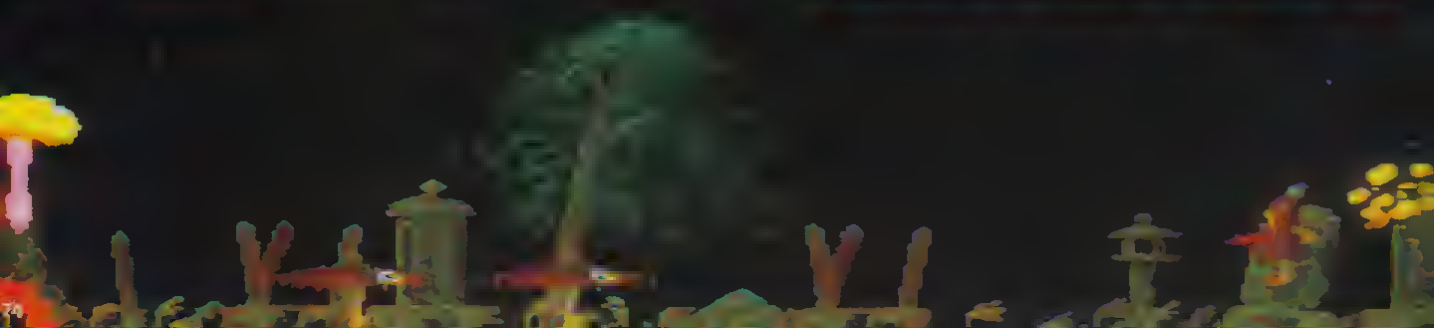




Imagine taking the characters from Slime World and dropping them into a spook filled, two player simultaneous action game and you've got Horror Story, NEC Avenue's new Super CD action title for the PC/Duo. This is quite the interesting little game. It has very addicting game play, nice detailed graphics, multiple scrolling backgrounds and loads of spooks, including large well drawn bosses. This is one of those games where level completion depends on grabbing the right icons to get the





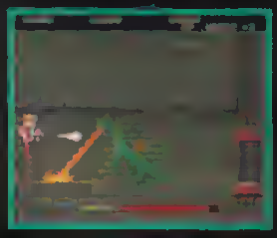






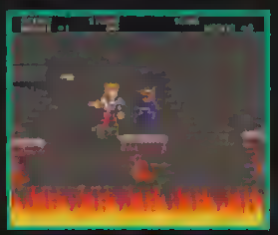




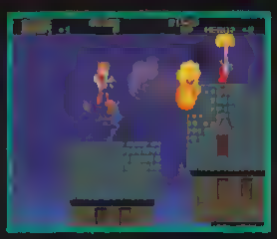



weapon best suited for that level. It also helps to have player two fighting on the rooftops and higher places, as enemies emerge both high and low. With so few action titles available on PC Engine, I would have to say that Horror Story ranks high. Although there's not much innovation here, the game is fun to play, is long and diverse and has a good soundtrack and above average graphics, when compared to others on this format. I really hope all of you PC/Duo fans don't overlook this one, you deserve a good action game once in awhile.

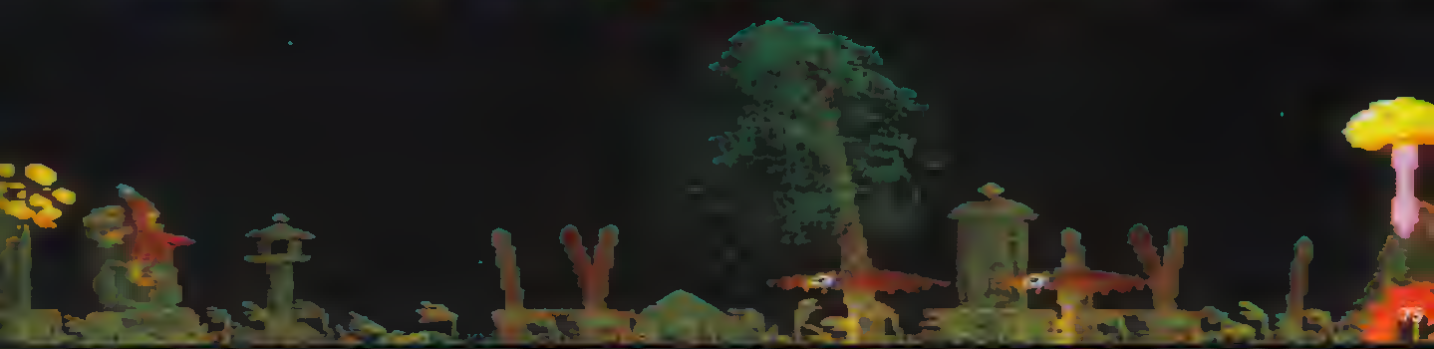




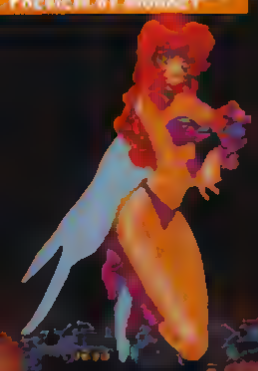


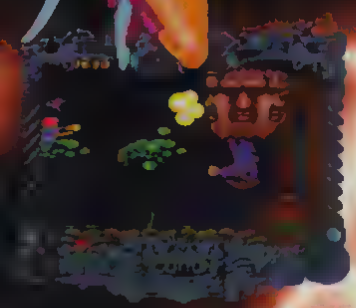


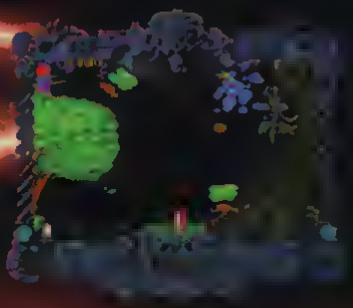
COTTON

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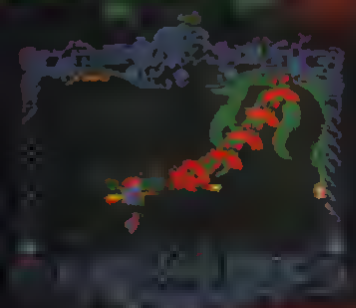






When a system is loaded down with shooters, you need a good reason to buy another one. Cotton is a good reason. We have played every shooter on this system and have found few, if any, to be better. Since this is a preview, I won't go into a full blown analysis. But, I can say that when it comes to color, graphics, special FX and music, this game is definitely a cut above the rest, and one that every PC Engine gamer should have. I heard today from a little witch somewhere that it's coming out in the U.S. this year. I hope she was telling the truth.







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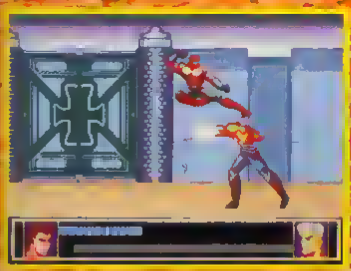
The Graveyard



Last Battle

















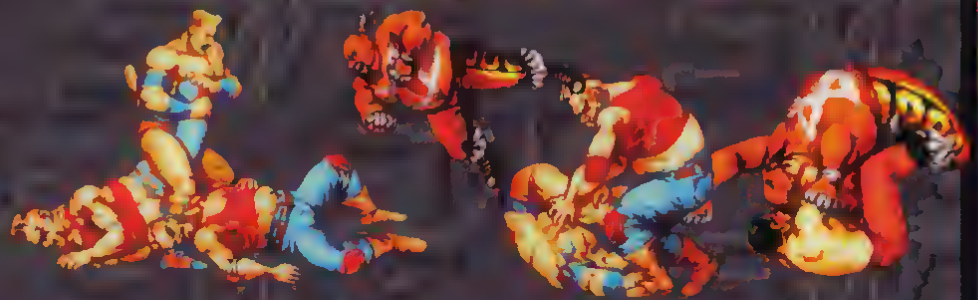


Those of you who ran out and bought a Genesis on day one (like I did) are undoubtedly familiar with Last Battle. Remember the first time you saw the action? I couldn't believe it! Of course, now we're all jaded. We're looking for scrolling and rotation, massive soundtracks and a zillion colors. But still it's fun to look back. You know, To this day, Last Battle is one of my favorite games (though I prefer the Japanese version's gruesome, bloody end). And if you never bought it, one that I would recommend picking up used. It's fun, not only to see how far we've come, but to see how long some developers are who, to this day, haven't matched Last Battle's quality. We dig deep in this month in The Graveyard.



SNK
WRESTLING
2 PLAYER
82 MEG
AVAIL MAY

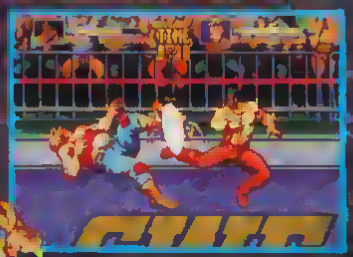
3 COUNT BOUT





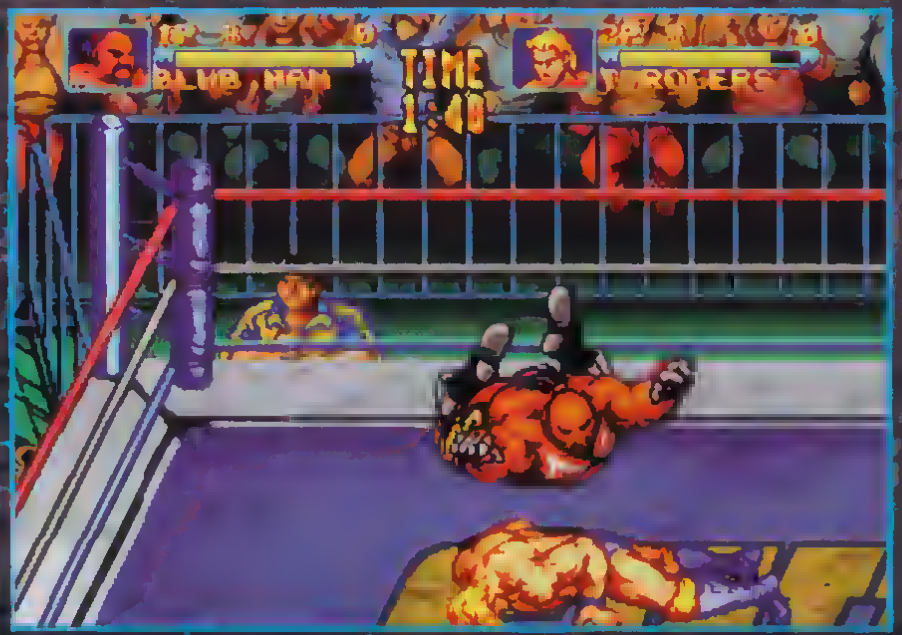


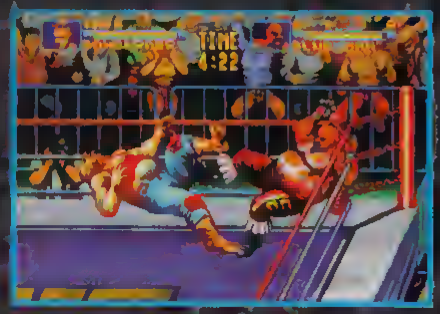












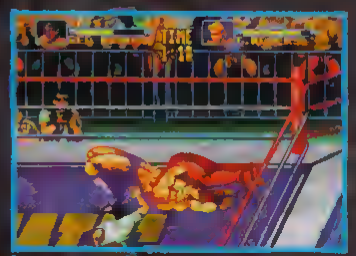
Ladies and Gentlemen ... in this corner weighing in at 82 megs we introduce to you 3 COUNT BOUT! Raahi That's right, SNK has a new game up their sleeve and it's coming soon to your Neo Geo. From what we've seen on our early version, it is definitely going to draw a big crowd. You get to choose from 8 gigantic wrestlers, each from different nations and compete in the ultimate wrestle fest, around, in, or out of the ring. Yes, you can wrestle out on the streets and throw your opponent into the hood of parked cars. If you think this sounds awesome ... it is. In the graphics department, 3 Count Bout shows off bright colors and highly detailed characters, and the music goes along great with the head smashing and bone crushing. As far as control goes, it is vaguely similar to Wrestle War by Sega. A wide variety of moves make this the best wrestling game I have ever played. Full review next month.



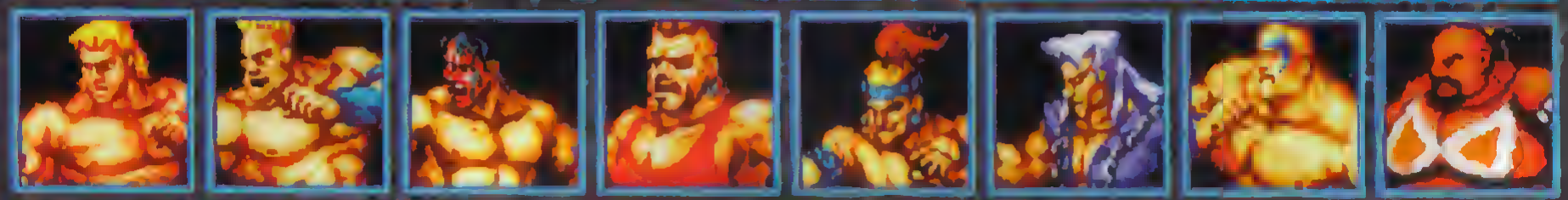












Magician Lord

ALPHA 2/1994
ACTION
2 PLAYER
46 MEG
AVAIL NOW

Magician Lord is a masterpiece in my opinion. It is one of, if not the, best action platform game ever created. With only 46 megs, it easily out plays those "100 mega shocks". The Postmeister has been going crazy lately over all the letters asking how to conquer this mighty challenge so he asked Kid Fan to lend a helping hand. The following pages will point out some of the more critical parts of the game. This should help you finish it in no time. Magician Lord is destined to become a Neo Geo classic, and is a true test for any Die Hard gamer. Oh, and by the way Alpha, where's part 2?. . . I'm waiting. . .

Level 1





Kill all the birds before trying to move on!



Fall, don't climb the ladder.



Stand and jump here.



Duck here to avoid the fireballs.

Level 2



Shoot enemies before going up.



Ahh, the third power up!

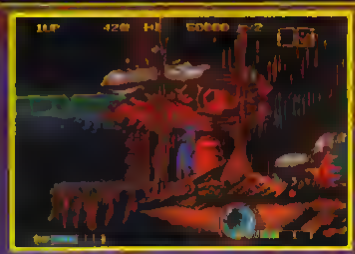


After spike 1, stick to the middle

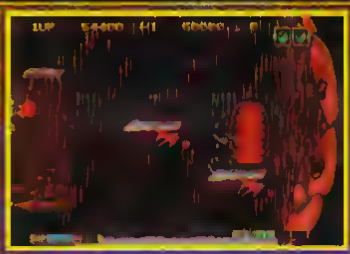


Just duck and jump.

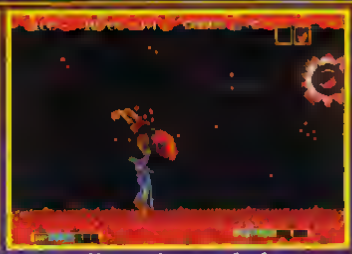
Level 3



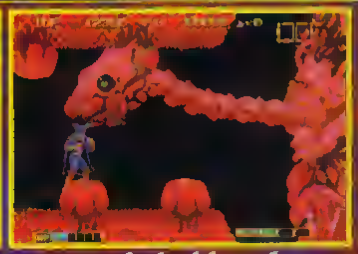
Power Up Door.



Boss Door.



Walk under and shoot.



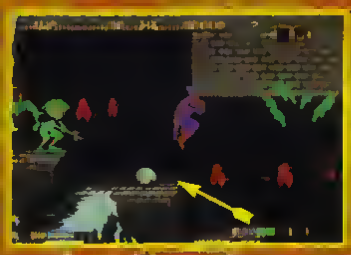
Yeesh, bad breath!

Level 4

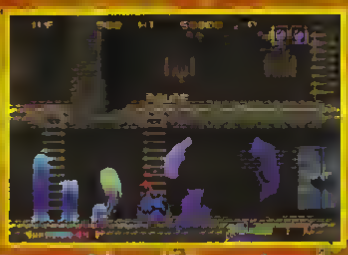


Behind this door lies power ups, and then it's straight up from here, don't bother going further to the right.

Level 5



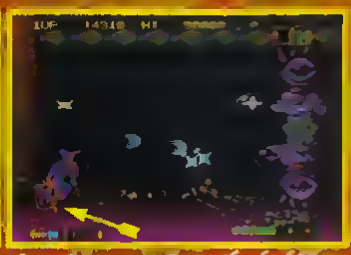
Jump here and run.



I love this guy!



Jump his axe.



Stand here to shoot the bubbles.

Level 6



Walk under the flying babes.



He's handi-capable!



Jump left from here ...



... avoiding the platforms ...



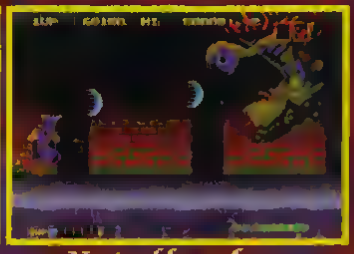
... landing here ...



... for these great power ups.



Kill the green girls first.



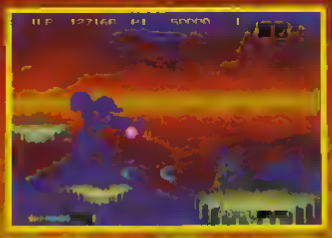
No problemo here.

Level 7





Don't panic! Pick up!



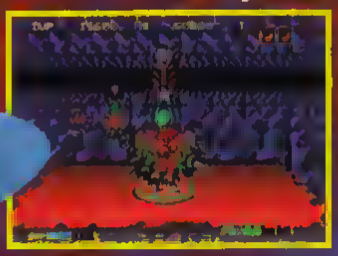
It's not over yet!

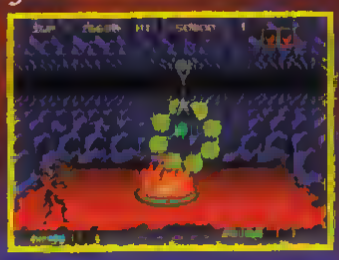
Fall off and land on the first opening, or it's a long fight.

Level 8

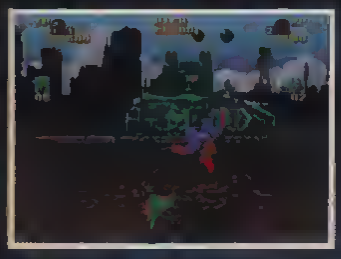


Just when you thought it was over ...









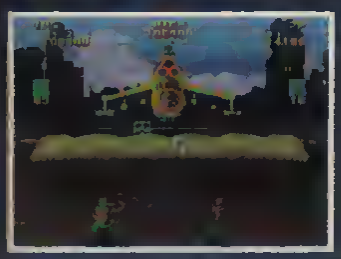


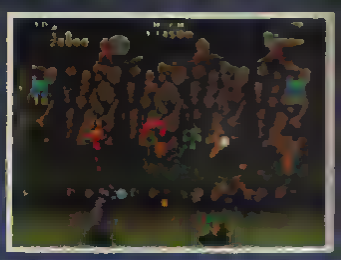

Do you remember way back when the Neo Geo first hit the arcades? And, the first time you played Nam '75? Well, I do and its now 2 years later and I'm bringing this great game back to you , right here, in the hallowed pages of Game Fan. When I first caught a glimpse of this masterpiece, I said to myself; whoa! awesome graphics, incredible music and a great story/mission. Change, please!

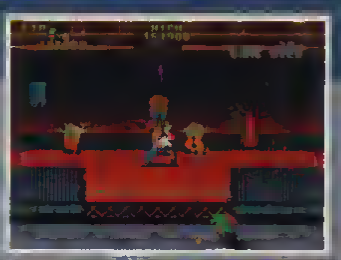
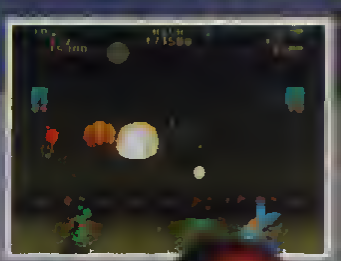
This multi-stage blast fest takes you through the steamy jungles of Vietnam on a 7 level mission to destroy or be destroyed. 'Nam '75 still stands up as a take no prisoners shooter that makes you feel like you are there, taking the heat and dishing out major grief.

Graphically, the game is intense in its atmospheric presentation of cinema quality graphics and super animated sequences. The music has that slow burning intensity that you would associate with a quiet walk through the jungle, blasting the 'cong.

'Nam '75 is not for those that are feint of heart or weak of thumb. Fortunately, SNK rarely ignores the 2 player option, and they have kindly provided one here. For most people, it will take the 2 player option to beat the game. So, you may need to do a little basic training before you tackle this challenge alone. 'Nam '75 is a great game to add to your Neo Geo catalogue. With the number of fighting games available for this system, it is refreshing to take on a great shooter like 'Nam '75.







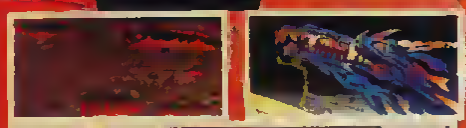

IMPORT RPG SPECIAL

Here is just a small sampling of some of the great RPG's Japanese gamers are enjoying while we are stuck with our quickie action and shooting games here in the states. Basically American companies are playing it safe producing what they know (or they think they know) the masses will buy. Well, it's time for us to wake them up! If we want RPG's here in the states we have to let them know. To date Sega has announced both Shining Force and Landstalker for U.S. release. At least that's a start. Look for longer and more in depth RPG specials regularly as Game Fan grows.

FHEY AREA



WOLFTEAM
RPG
1 PLAYER
MEGA CD
AVAIL NOW JPN.









As we remain constantly dry on RPG's here in the United States(isn't that part of the reason we bought Sega CD's?), gamers in Japan are enjoying a steady flow of quality 1st generation CD role playing games. Fhey-Area was the first RPG I really got in to on my Mega CD and is one that I will never forget. This is due mainly to 3 things; number one, the music Fhey-Area is blessed with is some of the most dramatic and involving music I have ever heard. Number 2, the fight scenes. Wolfteam's geniuses give you 2 windows. On one side you strike, with moves or magic, you then see the results of your carnage in the enemy display. Both are animated nicely. There is also some smooth scaling as you pick the monster you plan to attack, and some of the magic spells are dazzling. And, number 3, the attention to detail. Each town and every character is drawn fantastically, down to the smallest detail. A good American RPG player will go through Fhey-Area in about 50 hours, as it is quite linear and not too hard to figure out.

For more information on Fhey-Area(I hope you have a Mega-CD) write to Game Fan c/o me, E. Storm

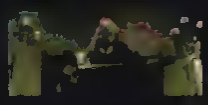


AISLE LORD

DIFFICULTY (American Player): HARD
APPROX. LENGTH: 100+ HOURS

WOLF-TEAM
RPG
1 PLAYER
MEGA CD
AVAIL NOW JPN.

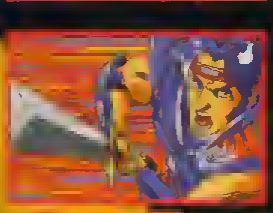






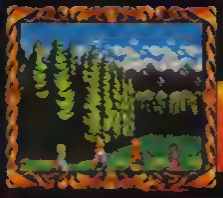

Hey, E. Storm again. Aisle Lord was the 2nd RPG I played on my Mega CD, and let me start off by saying I hope you have a lot of time to play RPG's, because this game will suck you in for a long, long journey. I can remember being stuck in the latter dungeons for up to 10 hours at a time. In Aisle Lord, you will travel through huge towns, forests that seem to go on forever and long, cavernous labyrinths. The scrolling in all these venues is smooth and seamless. The fight scenes in Aisle Lord, although not as graphically impressive as Phey-Area, are some of the most involved you will ever encounter, with a huge variety of strategies. For instance, you can lay down a graph and actually walk each character to a separate location in the 3D environment, before you even engage in battle. Some fight scenes can last up to 10 minutes, while others are as short as 1 minute. There are countless magic spells, as well as healing and special attacks. But, perhaps the best thing about Aisle Lord is that it allows you to escape. After a few hours, you will feel as if you are in the game. Aisle Lord also features some of the most creative animation sequences I have seen to date, and a nice full motion intro. I highly recommend Aisle Lord to adventurous and well skilled RPG players, its just beautiful.

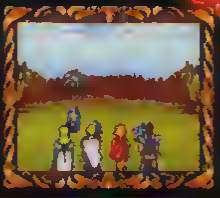
For more information on Phey-Area(I hope you have a Mega-CD), write to Game Fan c/o me, E. Storm

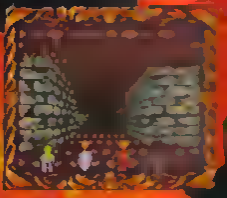
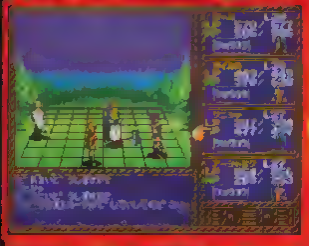
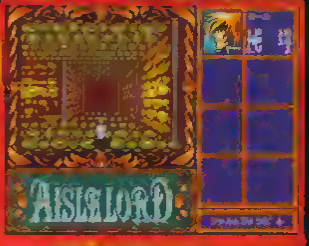




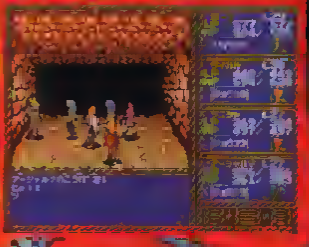




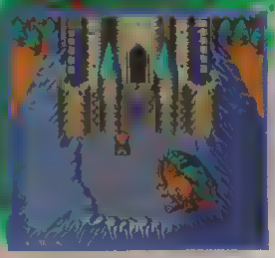
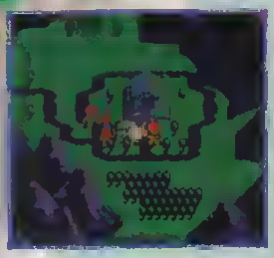









LUNAR
THE SILVER STAR

GAME ARTS
RPG
1 PLAYER
MEGA CD
AVAL NOW JPN.

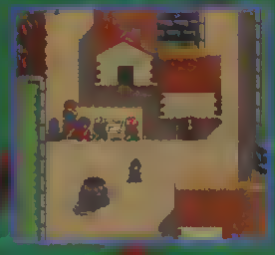




One of, if not the, best experiences I have had since I started playing RPG's is Lunar. Gamearts poured their heart and soul in to this game and the result is pure magic. Lunar has everything an RPG player could ever ask for; brilliant, colorful and detailed towns with perfect attention to detail, incredibly detailed characters and enemies who take place in animated fight scenes that make Final Fantasy look like 8-bit and music that is so incredible, I guarantee you will listen to it over and over, long after you have beaten the game.

In Lunar, you and Alies' take

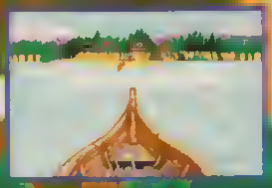


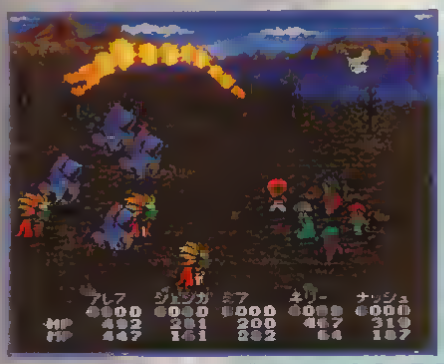



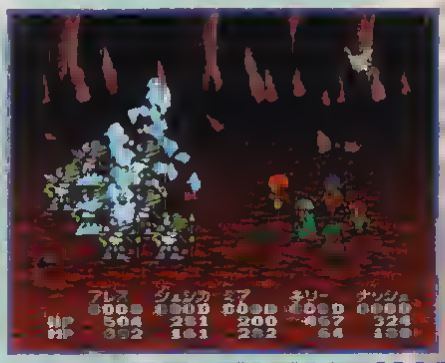


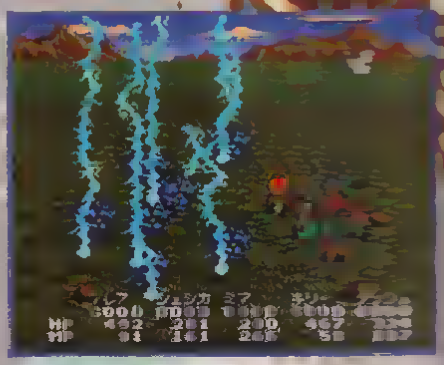




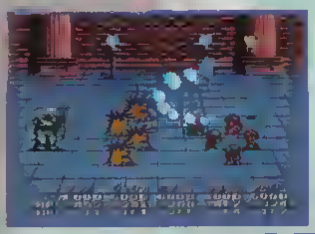




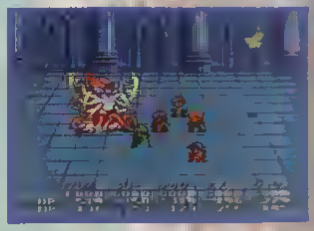


FULLY ANIMATED FIGHTING SCENES!









ACQUIRE OVER 20 MAGIC SPELLS!

off on a huge adventure across the sea, to the magical floating city and all its vast surrounding areas. Lunar is a massive game filled with brilliant animation sequences between big events, and an ending that you will not believe. If this game is not picked up over here, it will convince me once and for all that some of the so called marketing pros are brain donors. But, since I know that's not true, I'll look forward to playing Lunar again. And, I won't need Kei to translate everything for me this time.



EXPERIENCE ONE OF THE BEST SOUNDTRACKS OF ALL TIME!











FINAL FANTASY V

SQUARE
RPG
1 PLAYER
16 MEG
AVAL NOW JPN.



FF V is ons of the onlv gsmes on ths msrkst that truly shows off 16 mega of progrsmming power. This cart continues the tradition of previous FF gsmes on SNES. The gsme fsstures outstanding graphics (of courss), impressive sound and music, soms new features not found in previous FF adventurss, and s strong story iine with a desp, involved quest.

As msntioned earlier, this game has soms new features, inciuding: s nsw JOB system, submarines, sn improved ATB system snd fecisi exprssssions on each of the chsractsrs. JOB systems sre featured so each character can chsngs his reputation and abilities at sny tims during the gsme. For instsnce, if you hsvs s knight, you can msks him perform white magic. in brief, you csn creats chsracters such ss; knights with whits msgic, ninjss with csiier msgic, thisves with coin throws, etc.. A submerine is offered as s new mode of trsnsportstion, whsre your character can trsvsi either on ths surfsce of or under the watsr with ths touch of a button. The graphic detaii in ths gsme extends to ciever facisi expressions thet sre used during simost every svsnt, sdding s touch of humor not often found in role pisying games.

FF V is siso known for s charscter named Chocobo (Chickens). in past sdventurss, Chocobo did not pisy sn important role in the quest. But, in this version he is criticai to ths outcome of the gams. Oversii, FF V ia the best RPG i have pisyed on ths SFC/SNES. Finai Fantasy Five is s must buy for any role playing freak snd is highiy recommended.

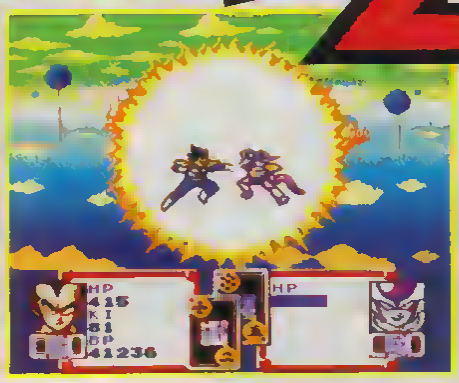


©SQUARE 1992

BANDAI
RPG
1 PLAYER
8 MEG
AVAILABLE JPN.

DRAGON BALL Z

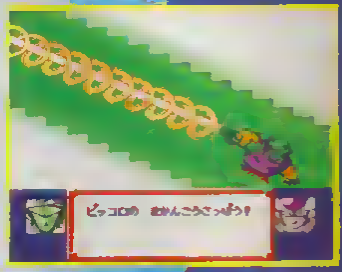




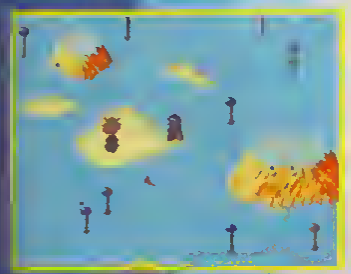


Dragon Ball Z is baaed on the popular Japanese comic and cartoon series. There are 7 balls spread throughout the world. Obtain all 7 and the white dragon will appear and make your wishes come true. Our main character "Son Goku' and his friends are in a race against time to find these balls and keep them out of the hands of the evil freezers, who pla to use their powers to control the entire universe. What sets DBZ apart from other RPG's is the "card battle system Where, instead of buying weapons and armour with money, you receive 5 cards before each battle displaying sets of numbers and one big letter in the center. To do more damage in battle the attack number on your card must be higher than your enemies (the defense mechanism works the same way). The center letters represent martial arts styles used in battle. The animated battles in DBZ are spectacular, it's like watching a cartoon! This is an RPG experience DBZ fans must have, but even if you've never seen DBZ, it'a still an interesting game due to the unique fighting scanes and the ability to fly around the map. If you're a pro at import RPG's it's worth a look, but for novice RPG players e a bit too complex. . . Hope for a US. release.

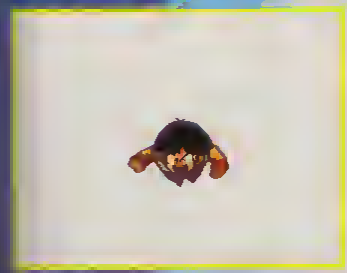
















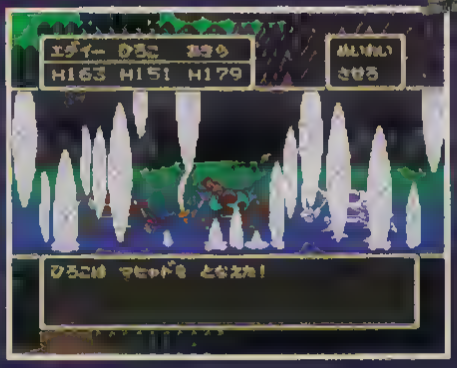


ISHA/FUJI TELEVISION/TOEI DOGA © BANDAI 1992

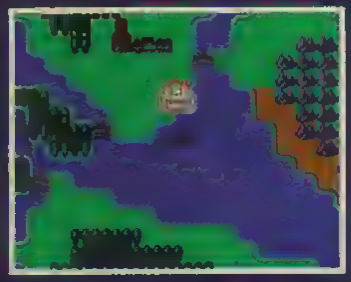
DRAGON QUEST V

ENIX
RPG
1 PLAYER
12 MEG
AVAIL NOW JPN.







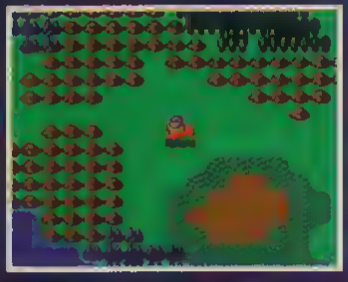




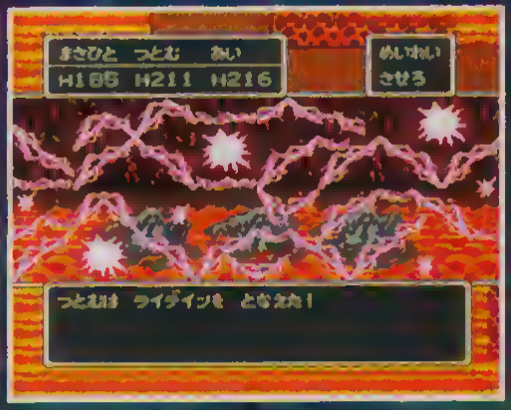
Dragon Quest brings back some of the best memories my life, as I've played every quest on the 8 Bit Famicom. I have been eagerly awaiting the arrival of a 16bit version for a long, long time. So, when it finally showed up I was happy beyond words. What I find so exciting about the Dragon Quest series is the great playability and the highly involved and well planned story line.

A long, long time ago, the evil monster King was killed by Heroes from heaven, since then a few hundred years have passed with no fear. But a mysterious darkness has approached this peaceful world. So now you and your father will set out on a journey through the world of DQV to solve its mystery. During the course of this adventure you will grow from the age of 8 to adult, and eventually you and your father will save the world.

Look for more on this awesome RPG In our next RPG special!



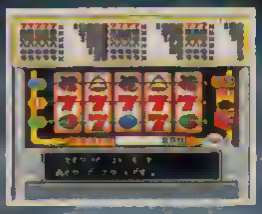












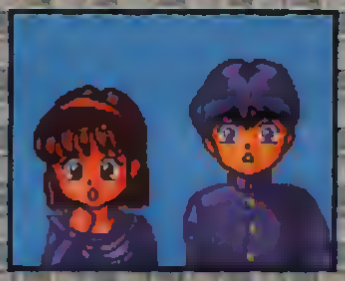


BANDAI
RPG
1 PLAYER
8 MEG
AVAILABLE JPN.

Vilgust













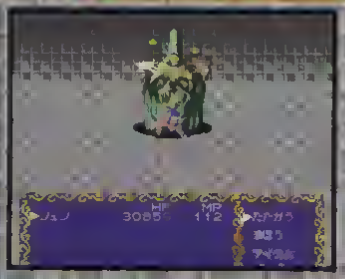


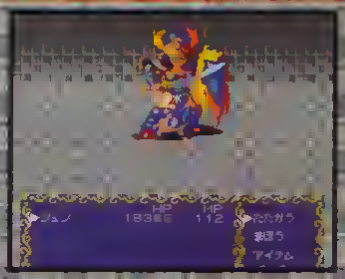


Shun and Michiko are the best couple in their Jr. High School. One day, on the way home, a funny looking rabbit with red eyes appears to them and transports them into the amazing world of Vilgust...Shun wakes up alone only to be confronted by 4 warriors who tell him Michiko has been kidnapped. Shun befriends them and they set out together to rescue her. You'll be using both weapons and magic in the many battle scenes. However, each time you fight the same enemy, you will earn less and less, so you must travel to gain experience quickly. Vilgist has awesome music. I think music is one of the most important aspects in an RPG and Vilgust's music, with the extra bass, will keep you going. Another strong point is the aize and detail of the characters. They appear large on the play field and have big heads and small bodies, like Super Deformers. You can see their eyes, nose and mouth if you look closely. Even though Vilgust is a standard RPG, it is one of the best of its kind. I believe that it will keep you involved from beginning to end. Find one and get it.







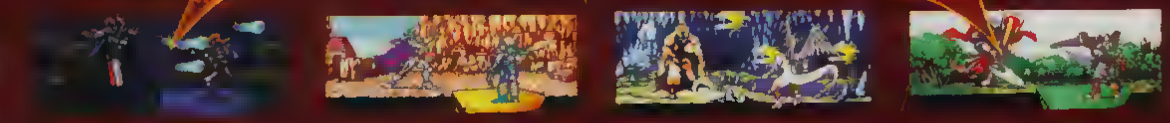






SHINING FORCE

SEGA OF JAPAN
RPG
1 PLAYER
12 MEG
AVAIL NOW JPN.



1,000 yesrs ago, there was s dark evil power destroying tha world, tha people called it, Dark Dragon, and were powerlesa againat it. Then one day, tha goddass of light and power stood up and fought tha Dark Dragon, finally saaling it deep underground. But just before sealing tha tomb tha dragon criad out "I will be rasurracted in 1,000 years". This became a legand and haa been passed down for generations. 1,000 yaars havs now passad and now ths country of Ruinfaat is at war with Gardiana.

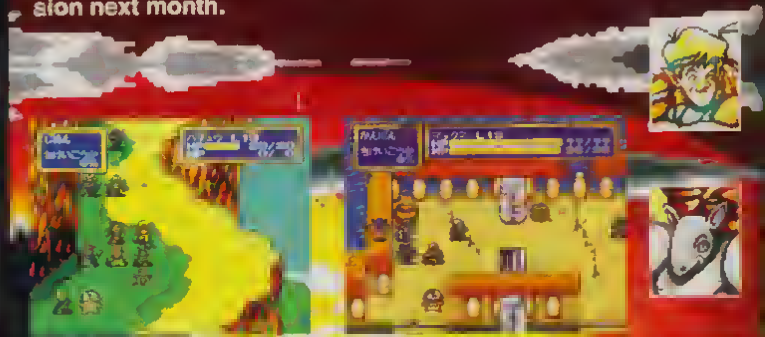
Shining Force Ia an icon drivan strategy/RPG. The Icon systam allows tha gams to move at a rapid pace. When you are in the fighting mode you will atratagically set up your legions for battls on the haxagon battlefield. Don't lat thia remind you of boring strategy games, tha music here is excellent and onca ths fighting begins (especially in tha latter lavela where powerfull magic is used) you will witness aoms of tha best grsphics you havs avar aeen and awasome apscial effects. Shining Force containa 8







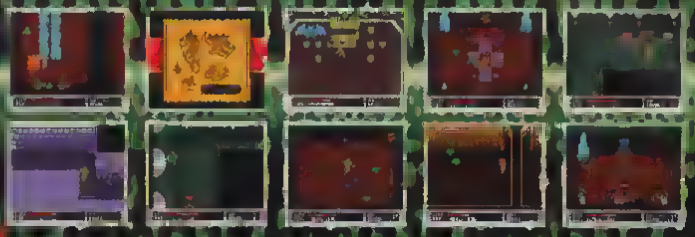
sngulfing scenarios, and over 30 long grualing battlaa. I guarantee you won't want to put this ona down once you get in to it. I've beaten thia twice and am currently going through it a third tima, it'a always naw. Look for a full review on the U.S. varsion next month.



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SEGA JAPAN
ACT/RPG
1 PLAYER
8 MEG
AVAILABLE NOW



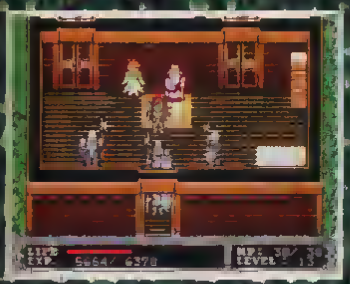




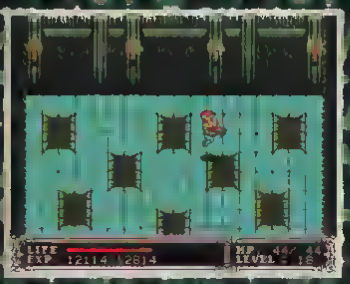
All the kingdoms of the world are at peace but the evil queen "Desire", who possesses the Ring of the Spider, and is in league with the devil, becomes jealous of these peaceful times and decides to murder every king and take over the entire world. This is a story of a young boy who aurvives this carnage only to awake with amnesia. Now, with only the markinga on his hand to lead him, he sets out to find the truth and destroy the avil queen for what she has done. As I started playing this game I realized there was much more to it than I ever expected. The graphics in the dungeons are well shaded and highly detailed. The dungeons in King Colossus are not as complex as ones found in Shadow of the [illegible] but are just as challenging because of the many enemies you must defeat. At one point in the game you are captured and enslaved, you must then fight in a tournament for your freedom. The on going story line helped keep me involved in this quest. The playability in King Colossus is very good. Your main character controls perfectly and has one button for magic, one for jumping and one for using weapons. The sequence of events and challenging dungeons will keep you interested all the way through. I found myself playing this game for hours every day. And although this game doesn't stack up to games like Zelda and Landstalker, I highly recommend it to all action RPG enthusiasts.















THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmaister,

I have only one thing to say about your magazine (Boom!), it has the best information and reviews that I have ever seen. I must say it is the only one that displays the correct color of the games. I also like the thick pages in your magazine, they don't rip like the other ones. You are now my #1 magazine. My question is: is Strider 2 going to be as good as the first? And how about some screen shots? Don't change a thing!

Sincerely,
Jamie P. Di'Andrada
Green Belt, Maryland

Dear Jamie,
Thanks for the BOOM! As for Strider 2, the early version I played at the recent CES looked very promising, although the character could have used more animation. Unfortunately, there is some legal trouble regarding the name (which will undoubtedly now change), so the game has been pushed back. We'll keep you up to date and try to bring you a preview as soon as possible. P.S. (if you have a SNES check out Run Saber, it's almost identical to Strider, and it's 2 player). Thanks for the letter!

Dear Postmaister,

First of all I love the magazine. You have incredible pictures and reviews. I especially like your great coverage on the Turbo Duo. The other magazines all seem anti-Turbo. I have one question. Is there a controller with more buttons in store for the Turbo Duo? Thank you, please keep up the excellent work. P.S. Any word on Snatcher by Konami?

From your new reader,
Kevin Gibeon
Chelsey, Alabama

Dear Kevin,
We will continue our in-depth coverage on both the Turbo and PC Duo, we feel these systems still have a lot to offer. With games like Dungeon Explorer 2 and Snatcher (which will come out over here) on the way, these systems will continue to get our full support. As for a new controller, Fighting Street 2 is currently in development so I wouldn't be surprised if there's a new controller to go along with it, but no formal announcement has been made. Stay glued to Other Stuff for constant updates.

Dear Postmaister,

I've just received my first issue of Game Fan and it blew my head off (just a figure of speech). Wow! It's as big as your competitors, your mag is definitely worth the money. I have a couple of questions that I hope you will answer. 1.) I was wondering if there is any way I could get my hands on your first issue? 2.) Will you guys really go to Japan to get a game that I might want to see? 3) Will you guys feature more things about Japan? Thank you for hearing me out, Domo Arigato Gozaimasu!

Sincerely,
Greg "Sashimi-X" Kam
Pearl City, Hawaii

Dear Shashimi,
Your copy of our first issue is already on the way to Hawaii. As far as going to Japan, Ksi has strong relationships with many third party companies so we don't need to travel there to bring you our incredible exclusives. However, we will visit Japan at least six times this year, especially for shows and to bring you more information on what's happening overseas.

To the mighty Postmeister,

I lit my torch and unsheathed my sword and headed down the mosa filled corridor. A pair of oak doors stood at the end. I approached. Sweat was beading down my neck. The time has come. I kicked open the door and inside was an Enormously Gross Monster. I slashed out, tearing it into pieces. Its reign had ended. Inside was a golden chest. I opened it. "Yes! The next issue of Die Hard Game Fan!" My waiting was over. As I paged through it, I saw pictures as bright and clear as an RGB screen, drawings throughout that were amazing, and reviews that would rock the gaming world, jokes that would make me laugh, and more information in a single page than in volumes of other mags. So I took out my amulet and asked the mighty Postmeister to answer my questions. When will Landstalker be in our grasps in this land? Will you please continue to have pages like page 17 of the January issue? And could you do a review of all the RPG's coming out or have a pick of the best like your Fight Special in January? The questions were done. I put the amulet back into my bag and went off to spread the news of Game Fan through all the land. The new leader in Gamedom.

Ryle, The Magstalker
Oceanport, New Jersey

Dear Magstalker,
This awesome letter just got you a free subscription to Game Fan. One would guess you play quite a few RPG's. How'd you like our special in this issue? As for Land Stalker, it is scheduled for a 4th quarter release. Sega heard us! Keep the awesome letters coming. It's nice to talk to someone who's as crazy as I am. P.S. look for Mega Shots in our next issue.

THE REASON WE MAKE GAME FAN ...

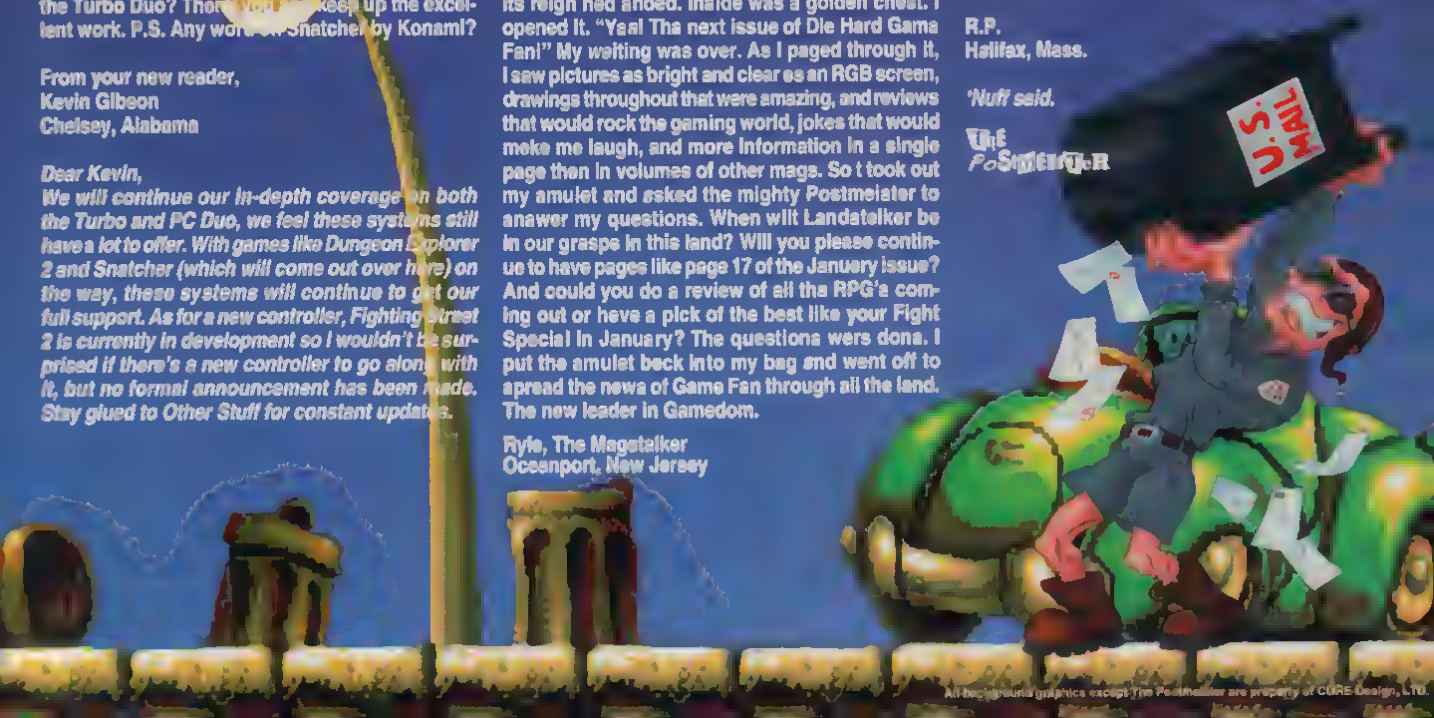
Dear Game Fan,

It's about time a magazine has come out that I can read and not feel as though I'm stealing candy from a baby. You treat us all with the utmost in respect. Listen up hobbyists, this is the magazine that sends shivers down the spines of all the competition. This is the magazine that all die hard video game hobbyists can turn to for the best in depth reporting anywhere on this side of the galaxy. Why you might ask? I'll tell you why. They're not just the owners of the best magazine in the business, they are gamers just like you and I. They're the best in the game. They're Die Hard.

Let me tell you how important this hobby is to me. I am disabled, confined to a wheel chair since birth, always wanting to compete in athletics and not being able to. But times have changed for me and many other disabled Americans. Because of video games, we can now compete in a world that is made of chips and bytes. The world that all us hobbyists know and love as the video game world. It's not just kid stuff anymore.
Thank you for your time.

R.P.
Halifax, Mass.

'Nuff said.



All background graphics except the Postmeister are property of CORE Design, Ltd.

OTHER STUFF

Lets get going with some big news to start out this month's Other Stuff. . . *Are you ready?*

Here's the exclusive first news on **Street Fighter 3**. This new version will incorporate only two of the original cast from part two, Ryu and Sagat. You know what that means. . . **14 new characters!** Now, when Ryu does his fireball, he has an aura around him, and Sagat can now do a tiger knee helicopter kick. Instead of 3 special moves per character, there are now 5, and there is no more lag time after throwing a fireball, you can now automatically connect it with a dragon punch. And there's no more charging to do moves like Guile's sonic boom or Blanka's spinning ball from part 2. There will also be one command that all the characters can use. As far as new characters, we know about two so far, Chun Li's younger sister, and Bison's mentor (who will be the last boss), his name is Shadow Lu. Street Fighter 3 is only a working title (even the name may change). This new game will incorporate two new 16 bit processors created by Capcom, which will be running parallel to each other (parallel processing). We'll have more info for you next month and maybe a big surprise. Remember you heard it here first.

Now for some Nintendo news. . .

We hear Nintendo's 2nd SFX game **Super Hero Racing** will be much faster than Starfox because it is using the final version of the new chip (Starfox used a preliminary version), and is all first person perspective like F-Zero but with texture mapped polygons lining the sides of the road. This game is approximately 50% complete and our source tells us that it is the best driving game he has ever seen, including even the arcades.

More SFX news. . .

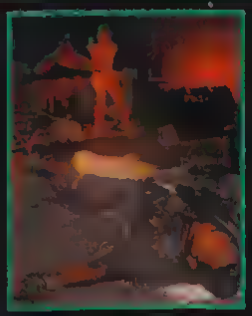
The third SFX game will be an action shooter that allows you to walk freely through a 3D environment, and the fourth game is rumored to be some type of adventure game. We'll try to bring you more on these two games next month. As far as third parties go, JVC is working on Return of the Jedi (they're first SFX game), which is slated for release some time next year. Konami is also hard at work on they're first SFX title **Castlevania V**, which is about 25% complete. There is a slight possibility that this game could end up on the CD. This, of course, depends on weather the CD comes out on time . Konami is also working on **Turtles V**, which will be an entirely new game and may incorporate the 4 player tap. Look for this one late this year. And finally Konami's second SFX game is said to be a Cybernator type shooter where after interacting with other characters, you can choose them in battle. This info is way early so some things could change. Look for this title mid to late next year. Capcom is working on a sequel to Area 88, which will be 2 player simultaneous and feature all new levels. We probably won't see this one until next winter's CES.

And now for some Sega. . .

The new re-designed Genesis/CD combo (CD 2) is coming soon, and Sega has also announced a price on their new virtual reality system. The **VR Voyager** will retail under $199 and can be used with the activator for a realistic virtual reality experience. As far as games go, the most exciting news is the announcement of a new **Mickey Mouse** adventure for Sega CD that will incorporate all your favorite Disney characters, this new game will use the 4 player tap and allow you to control Mickey, Donald, Pinochio, and Goofy. And don't forget about Real Fighters, Sega's awesome new fighting game is nearing completion. Konami's first Sega CD game will be **Lethal Enforcers** and Over in Japan, Konami is working on **Castlevania** for the Mega Drive. Here's some more interesting Sega news. . . Sega may plan to market Mega Drive games that never made it to the U.S. featuring the Sega seal of approval, that means games like Magical Troll would finally be available in the U.S. Sega has also announced that they will be bringing out Landstalker later this year (Good choice!). And finally, extra footage was filmed for Jurassic Park that can only be seen on the Sega CD and 3DO systems, and a new Sonic cartoon will premiere this fall, and guess who's doing the voice? We hope that this cartoon does Sonic justice and doesn't look stiff like most Saturday morning cheapies.

Heavy hitters. . .

From all we've heard about the up coming new systems, the **3DO** seems to be the most promising. This new machine has un- believable capabilities, like a graphics animation processor that delivers 50x the performance of current video game systems, millions of simultaneous colors, CD quality sound with digital processing, full screen full color video at 30 frames per second, a 32 bit RISC CPU for interactive processing, a double speed CD rom player for faster data access and transfer, and a multitasking operating system. What scares me is the list of applications, which include: Home video editing (yawn), children's story books (yawn), edutainment (yawn), multi media encyclopedias (big yawn), and last on their list is "realistic video games". Lets hope they make enough of these to make it worth the heavy price tag. And one final note, we know for a fact that the Atari **Jaguar** is real. It's a 64 bit system and they're shooting for a price around $200. Supposedly, all current Lynx developers will be producing games. This leaves the Lynx in certain peril. We'll have more killer information for you next month in Other Stuff.

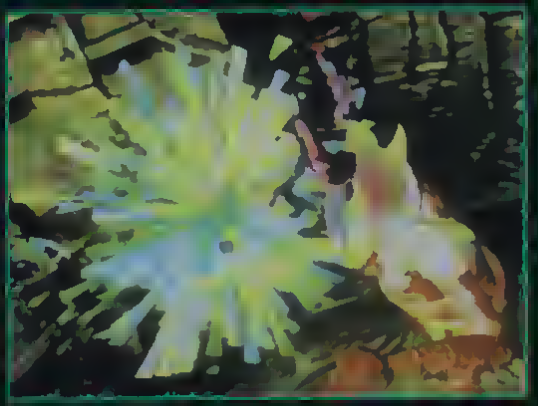








I don't know about you, but if this is Blaze I would love to be Axel! Although I doubt I could keep my mind on the fighting. Actually this is Reina Hazuzi, star of the Bare Knuckle commercial in Japan. Kei is working on a portfolio for a future issue.

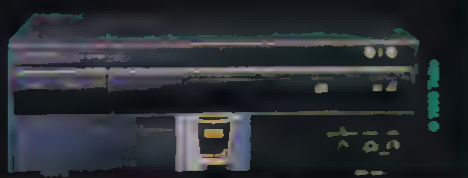


Check out this early shot of Taito's new 3D shooter, Pyramid Patrol (working title) *Whoa!*

SEGA PC ENGINE KAROKE



July is going to be a great month. We can't wait to get our hands on the new Pioneer Laseractive LD rom. Which will play the all new Mega LD's and PC Engine CD's (with the added hardware shown above). Because of it's heavy price tag, this system may not be for everyone. But, no worries! Game Fan will have extensive coverage on this and all the new CD rom's for '93 and an all new section.





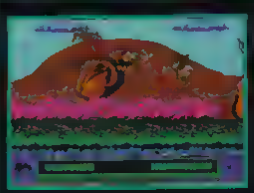


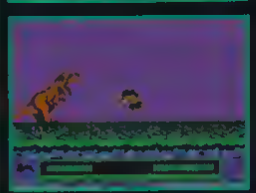
Ace International corespondent Kei Kuboid wanted us to show you the massive hordes of people he had to fight through at the Sega World show. Are you happy now Kei?

Here it is, the first screen shot of Jurassic park for 3DO. From what we saw the game actually mimics real life. Of all the new system's 3DO's the one to watch!







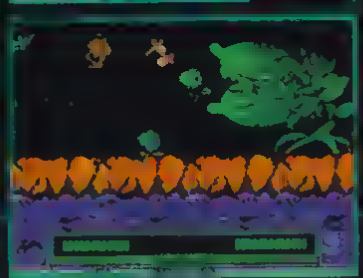


JOE & MAC™

If you've still got your NES don't miss Joe & Mac. This game is loaded with scrolls and colors. We couldn't believe it was an 8 bit game. *Lookout TG16!*







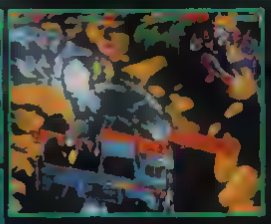






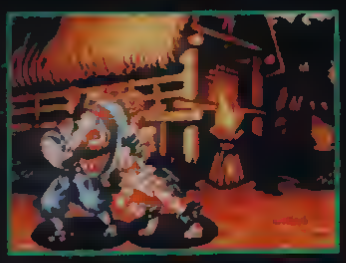
Here's a side scrolling action game only E. Storm could love, Legend of Ultra Burning Soul. Don't expect this game to ever make it over here but, look for a full review in Quarter Cruncher's, Game Fan's up coming arcade section.







Mystic Warriors is on it's way to America. We had to show you some new shots because this one looks like it's going to be Amazing! Expect it sometime in April at an arcade near you.











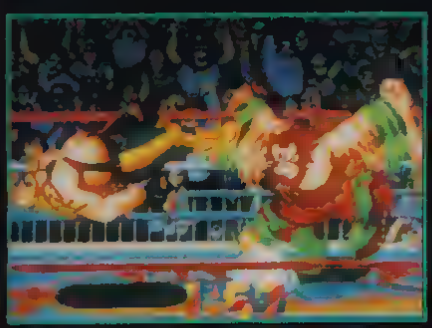
Following the success of Alpha Denshi's World Heroes comes World Heroes 2. In this version you can now pick from 14 characters instead of 8. The new version includes character vs character, faster game play, and some awesome hidden moves (similar to Fatal Fury). Fatal Fury 2 move over, Alpha Denshi's new fighting game could be the new king of the hill!

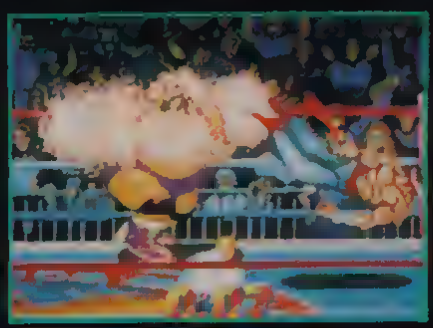






Capcom has another potential mega hit on their hands with Muscle Bomber, (American title could change) which includes Hagar from Final Fight and 9 others. Hagars moves include: his trademark pile driver, double arm buster, and the screwdriver. The only thing this game has in common with actual wrestling are the regulations (ring outs and pins, etc.). Other than that it's filled with special moves Hulk Hogan could only dream of. No date has yet been announced, but we'll keep you posted.







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Bart's Nightmare	Adv.	Flying Edge
F15 Strike Eagle	Sim.	Microprose

SEGA CD

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Dracula	Act.	Sony
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Monkey Island	Pzg.	JVC
INXS Music Video	Ent.	Sega
Out of this World	Adv.	Virgin
Rise of the Dragon	Rpg.	Sega
Time Gal	Adv.	Readysoft

SUPER NES

Dream Probe	Act.	Renovation
Combatribes	Spt.	Ass. Technos
Magic Johnson	Spt.	Virgin
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Pocky & Rocky	Act.	Natsume
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Super Turrican	Act.	Bullet
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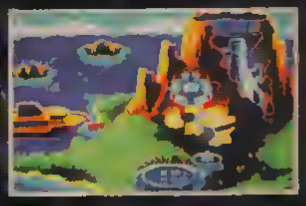
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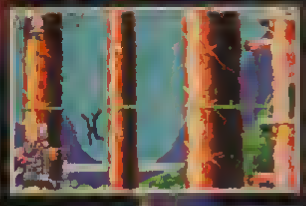
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